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AND GET TONS OF SIGNATURE TAKEDOWN POINTS FOR DOING IT!

BATTLE RACING IGNITED BURNOUT REVENGE



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BASED ON A GAME
RATED BY THE
ESRB





PRIMA Official Game Guide

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Welcome to the World of *Burnout: Revenge!*

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Congratulations on your purchase of Prima's Official Strategy Guide to *Burnout: Revenge*. The following pages instruct you on the 169 Events, 79 vehicles, and all the secrets and online antics you can expect during this season's *Burnout* competition.

How to Use this Book

This guide is separated into a number of chapters. Here's how the book breaks down:

Driving School

The basic gameplay elements and overall strategies for becoming a new *Burnout* champion are revealed in this chapter. Learn the basic plans to perfect all the different Race and Crash Events, how to achieve Perfect and Gold Ratings, and all the aggressive revenge-infused driving techniques you must perfect to claw your way to the top of the *Burnout* heap!

Garage

This chapter reveals all of the vehicles that are accessible during this completion of the game. The name, weight, Crashbreaker rating, and notes are all shown, as well as how the vehicle is unlocked during gameplay. If you want to know which vehicle to choose, or how the secret vehicles drive, then check this garage out!

Course Overviews

All 26 different course variations (forward, reverse, short, and long) for all the different tracks in the game are shown in this chapter, separated by continent. Chapter 4 deals with the USA (Motor City, Sunshine Keys, Angel Valley, and Lone Peak), Chapter 5 looks at Europe (Eternal City and White Mountain), while Chapter 6 details Asia (Central Route and Eastern Bay). All racing lines, shortcuts, and exploits are revealed here!

Events

The entire game—all 169 Events—is revealed. Every single Event is shown with particular strategies imparted for each. Once you've perfected your course layouts in the previous chapters, you can read the Tracks chapters for specific methods for obtaining Gold Perfect Ratings. There's even a unique Criterion Challenge that's more difficult to beat than the Gold medal, exclusively in this guide!

Appendices

Do you crave tables? Are you excited about secrets, extras, and game exploits, and need to read them in chart form? Then you've come to the right chapter. This weighty tome ends with a full listing of information showing Signature Takedown locations, lists of unlockables, all extras, and Challenge Sheet content.

TRAINING: DRIVING SCHOOL

REVENGE IS SWEET!

Welcome to the Training section of this guide. Here you'll come to grips with the overall strategies and learn how to excel at the different game modes. We'll start with accessing the game:

THE MENU SYSTEM



The ultimate in *Revenge*: the fabled 100-percent score!

Once you turn on the power, you're asked to create or load a game. Use the auto-save feature so you don't accidentally forget to save a tremendous time! When you complete this task, you can engage the Main menu screen.



The Main menu: note the Elite ranking—your ultimate goal!

From here, you can access four different menus for the game.

World Tour (Single Player)

This is the entirety of the single-player experience. It allows you to participate in a staggering 169 Events across three continents (USA, Europe, and Asia), on 24 race-related tracks, along with 50 Crash Events. Consult the Tracks and Events sections for complete strategies on all of this!

Access multiplayer by plugging in a second controller, or by linking systems; consult your instruction manual for this information. From here, you can challenge friends to a variety of competitions on all the courses of the World Tour. This means all the single-player strategies relating to the World Tour apply here, too!

Online (2–6 Players)

You can join EA Nation, create an identity, and race or crash with fellow *Burnout* enthusiasts from all over the world. A leaderboard ranks your scores, and there are even new takes on Crash mode to enjoy! Fortunately, all the strategies you learn from the Track and Event sections apply here, as well!

Driver Details (Your Profile)

Enter this menu to look over your own information. Here there are six new menus:

- Stats gives a complete run-down, in minute detail, of exactly what you've accomplished in the game.
- Records shows your fastest or most impressive racing and crashing information (which can be downloaded to an online leaderboard).
- EA™ Trax allows you to adjust the music you listen to during the game.
- Settings allows minor camera tweaks, the ability to slow or quicken Impact Time in Crash mode, and audio and vibration settings.
- Extras allows you to check out unlockable features and videos (consult the Appendices in this book for more information).
- Profile allows you to manually save or swap profiles.

STARTING YOUR ENGINES: BASIC CONTROLS

All of the vehicles in non-Crash modes have the same basic set-up. Use of all of your vehicle's attributes to ensure that you are fully versed in car control. Refer to your in-game instructions for the correct button to press for each control.

Accelerating



Press this to move forward. Keep holding it to reach a reasonably high speed. Let go to slow down gradually. Turn with acceleration to corner rapidly but widely. Employ Boost with acceleration to reach your vehicle's top speed.

Brake/Reverse



Slam on this to slow and stop your car. If you apply the brakes while stationary, your vehicle will reverse. This doesn't happen a lot, and usually means you've crashed or slowed into an obstacle or are waiting to ambush to attempt a drift.

Steer



Maneuvering left and right causes your vehicle to head in those directions, but the faster you're driving, the less sharp your turns will be. If you brake and turn, you begin to drift. Combine steering with acceleration, braking, and boosting for a variety of movement effects.

Boosting



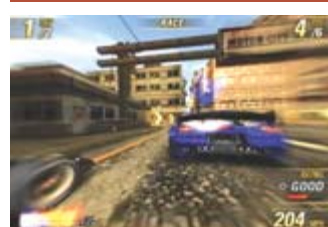
The single most important part of your car's repertoire is the Boost, which allows greater-than-normal top speeds. This allows you to quickly maneuver around a course, catching those ahead of you. However, your cornering suffers, and tight turns are impossible with this jet propulsion enabled.

Look Back



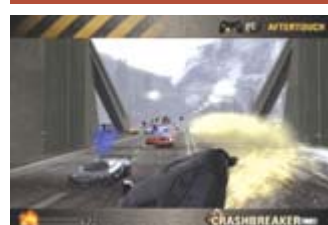
Use this during a race to see who's behind you, and if anyone is about to slam you. Quickly flick the rear view on, then flip back to regular view, so you don't crash!

Change Camera



The default camera setting is third-person view, behind the car. Use this command to change the view to "hood cam," showing the road ahead and not the car. This has benefits (you can see down hills without the car's body blocking your view) and drawbacks (you can't see to the sides or around your car).

Aftertouch



Use the left analog stick during a crash (in Race or Crash modes), optionally along with Impact Time, to maneuver your rapidly disintegrating vehicle. This is one way to keep your Boost bar from being depleted.

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Crashbreaker



Crashbreaker is available in some Race and all Crash modes. Use it either just after you crash (Race), or after you tap the build-up button and release it (Crash). The force of the blast (which each vehicle has a stat for) catches any vehicles and explodes them. It's useful for keeping position and Boost (Race mode) or adding to your score (Crash mode).



If you don't manage to take down a rival with a Crashbreaker in a Race Event, you lose all your Boost. So make each explosion count!

Impact Time



This is vital to use when attempting Aftertouch or a Crashbreaker (although the default setting is to have Impact Time on after a Crashbreaker). Press this button to slow time down and switch the camera to the road behind you. This allows you to precisely control your wreck thanks to a better camera and slow time. However, the main time still ticks down, so watch the clock!

Pause Game/Access Pause Menu



Pause the game if you're interrupted, wish to consult this fabulous strategy guide, or need to take a break. You can then Resume your game, choose Options (sound and vibration functions), Retry the Event, or Quit back to the Main menu.

Next Music Track



If you don't like the current music track you're listening to, or want to tap your foot to something different during a game, flick to another random EA™ Trax listing. Use the filter (in the Driver Details menu) to remove songs you don't like. Then rock on!

ADVANCED MANEUVERS

Learning the basics is good, but understanding the upper limits of your vehicle's handling is vital. Although driving in *Burnout Revenge* is straightforward, you should master a few terms and techniques.

Drift



Step 1: Enter a turn, keep your speed up (note the mph), then tap the brake.



Step 2: Your vehicle begins to slide. Put your foot back on the gas and hold the control. You're drifting!



Step 3: Come out of the corner with a tire tread trail but with minimum speed loss.

Drifting is essential, so learn it immediately. You're basically sliding your car around a corner or obstacle to keep a racing line and to, most importantly, keep your speed up.

Feathering and Boost Tapping



"Feather" the brake while accelerating constantly



Boost tap at high speeds

The next step in your drifting technique is keeping your speed up around the tightest turns, such as switchbacks (a series of 180-degree turns up or down a mountain). When you've mastered a drift, keep your accelerator pressed while you tap the brake, and vary the Boost.

The effects depend on your vehicle's handling, but usually, you'll execute an "Awesome" drift and stay on the road, which keeps your speed up. Boosting during a drift usually gives a quick turn in the direction you're going and a rapid punch of power—great to get you back on track!

Understeer and Oversteer



An understeering vehicle

Understeer occurs, for example, when you make a left turn and your vehicle doesn't turn the full 90 degrees left; it only manages a wider turn and ends up pointing out at the outside wall. This can be a problem, as you need to pull your car left to avoid a crash or grind. Counter understeer by additional braking and turning in the direction of the corner.



An oversteering vehicle

Oversteer occurs when you make a turn and your vehicle turns much more than 90 degrees; it makes an even more pronounced corner and ends up pointing at the inside wall. This too, is a problem, as you need to pull your car in the opposite direction, perhaps with a brake tap, to avoid a crash or grind. Counter oversteer by additional braking and turning *against* the direction of the corner.

Doughnuts and Fishtailing



Fishtailing occurs if you apply rapid power (gas and Boost) to your vehicle while turning tightly. Some vehicles are more prone to this than others (see the Garage section for more details). Fishtailing causes spin-outs and other undesirable effects. If you try a rapid power start while turning, you'll execute a circular doughnut. It's pointless, but fun!

Let's Off-Road!



Cornering on dirt makes you lose grip and time.





Stay on the tarmac to keep your speed up. The courses are full of additional areas to drive across. Try to stay on the regular tarmac, and drive over dirt or grass verges only if they offer a quicker path. You don't corner as well on dirt.

Shortcuts



The impressive new courses in *Burnout Revenge* feature a multitude of shortcuts. Each of these has an entrance signified by two blue lights on either side. The maps in the Tracks sections show every single shortcut in the game! Remember that some shortcuts don't have lights to indicate them, but don't worry; we've shown them, too!

Oncoming!



The courses in this competition feature a lot of oncoming vehicles, and weaving between them is an excellent way to increase your Boost. The trick here is to stay "between lanes" to avoid a head-on collision. This means staying on the middle white lines, or the hard shoulders or verges.

TIP

Oncoming traffic is on the left side of the road in the USA and Europe tracks, and on the right in Asia (an important point to remember!).

The Racing Line



The above screens show the incorrect way to approach a series of corners. Note the grinding against the outside wall (top screen), the continuation of taking the long outside bend (middle screen), and the accelerating along the inside wall so the next turn is even more difficult (bottom screen).



These screens show the correct way to approach, using the racing line (but staying on the tarmac). Note the heading outside to line up the turn (top screen), the cutting inside (middle screen), and the accelerating out to set up for the next corner (bottom screen).

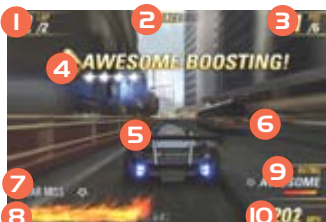
Learn the "racing line." Of course, you can't always use the quickest route between two points because you're battling, but if you can, plan your route by heading to the outside at the start of a turn, then cutting inside corners, taking turns very tightly, and maneuvering diagonally across so you have the shortest distance between you and your next corner. Read the Tracks section for some of the best racing lines to follow.

GETTING DOWN TO THE BUSINESS OF REVENGE

You've learned the basics of car control. Now comes the main reason you've entered this competition: REVENGE! The following information shows how the scoring system works, as well as the variations within the different game modes. To sum up, however, you must earn a medal placing while inflicting all manner of revenge on your rivals. Only then will you rise to the top of the *Burnout Revenge* fraternity!

What You See: It's in the Game!

Once you begin a game, you need to know how to understand the unfolding action. Below is a screenshot from the game, showing all the important information. Note that different Events have slightly different information on them, which is covered below.



- 1 **Lap information:** sometimes this is a time limit for Events with limitless laps. However, this Race Event is over once both laps are completed.
- 2 **Name of Event:** this tells you what type of Event you're playing, so you can adjust your strategy accordingly.
- 3 **Position:** vitally important in most Events, this shows where you are in the pack. You should usually aim for being first.
- 4 **HUD information:** this appears throughout an Event when you execute something spectacular, impressive, or embarrassing. It is often accompanied by a diamond-shaped road sign, the color of which indicates whether you've accomplished something good or bad. Yellow is good and red is bad. In this example, we've boosted like a maniac and received praise.

- 5 **Your vehicle:** blue fire belches from the exhaust when you're boosting.
- 6 **Other traffic:** incoming, same-way, and rival vehicles are all around you. Enemies have a blue triangle (and their position if applicable) above them. Rivals (who have caused you to crash previously) have a red triangle above them.
- 7 **Corner Boost information:** your reason for playing in this competition is building up your Boost bar. Just above it is a series of phrases signifying a technique you've succeeded in, which adds to both your Boost and Rating gauges. In this example, we've had a near-miss with an innocent vehicle, which adds slightly to the fire in our Boost bar, and the rating.
- 8 **Boost bar:** there are two aspects to this bar. The first is its length. Execute a takedown, and it gets bigger. Get taken out yourself, and it gets smaller. The second aspect is the burning fire. It signifies how much Boost you have. Use Boost to reach maximum speed. When you use Boost, the bar begins to empty. In this example, it is almost maxed out.
- 9 **Rating:** the more recklessly you drive, the more impressed the game is, and it awards you a better rating. A small bar fills up to signify how many more techniques you must employ to reach the next (or previous) rating. The example shows a maxed out bar with "Awesome" as the rating. You can't get better than that!
- 10 **Miles per hour:** this shows your speed, which is only maxed out during a Boost. The fastest vehicle in the game tops out at around 210 mph.

Boosting the Bar and the Revenge Rating

While in your World Tour, you are judged by a ranking name (there are 11, ranging from Harmless to Elite). To advance through the competition with the best ranking—unlocking Events at the earliest possible time and wreaking a terrible revenge on all others—you must place in the medals that are awarded after every race.

TIP

Your goal is to max out your Boost bar at 4x. For this to occur, you need four takedowns. Try this early so you have a plentiful supply of Boost later in the Event.



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You must complete a specific task to reach Gold, Silver, and Bronze, such as finishing first or obtaining a high enough score. Gaining Bronze unlocks subsequent Events, but you should try for Gold.

NOTE

Unique to this strategy guide is another, even tougher medal: the Criterion Challenge. This is the score that the game developers managed to acquire for all 169 Events. They are presented in the Events section as the very best score to attain. You don't unlock anything, and the Criterion Challenges are not present in the game, but they appear here to give those seeking perfection an almost impossible goal!

But how do you get a Gold medal and unlock the heavier and faster cars? Increasing your rating to "Awesome," plus aggression and extreme driving, are the keys to success. Inflict takedowns, slam, shunt, check traffic, boost, and drift to rapidly increase your Event rating and rise through the ranks.

You are given a rating for each Race and Crash Event, and these combine to make up your overall rank. Each new rank progressively unlocks one of the 10 ranking types, plus a secret 11th "Elite" rank. Rating in Events and boosting your rank is everything.

The Rating System

For each successful maneuver, you earn a star rating that is displayed on the HUD. The rating fills up, and you can determine which moves fill the rating quickly and which don't. When you aren't driving aggressively, your rating goes down. The dozen rating rules are as follows:



- Rule 1:** Each aggressive maneuver fills a portion of your bar depending on the Event type.
- Rule 2:** When the bar fills up, your rating jumps to the next level.
- Rule 3:** When the new rating is reached, it is locked to that rating for a set time.
- Rule 4:** After this set time expires, the rating points diminish at a set rate per second.
- Rule 5:** If the rating bar value falls into a previous threshold, your rating is lowered.
- Rule 6:** There are four ratings you can achieve during an Event: OK, Good, Great, and Awesome. The words fill in white when you max that rating.
- Rule 7:** If you obtain a Bronze medal, your rating is reduced by one at the end of the Event. So, if your rating was "Great" but you came in third and received Bronze, your rating would be "Good."
- Rule 8:** If you obtain a Silver medal, your rating stays the same.
- Rule 9:** If you obtain a Gold medal, your rating increases by one. If your rating is "Awesome" at the end of the Event, it is upgraded to "Perfect."
- Rule 10:** Perfect is the highest rating possible. It's available only after an Event is over.
- Rule 11:** You receive a set number of stars for each rating. Add the stars together, and you ascend to the next rank quicker.
- Rule 12:** Gold Perfect is the rating to aim for.

The five ratings are shown in the chart below:

RATING	LOCK TIME	NUMBER OF STARS AWARDED
1. Perfect!	—	5
2. Awesome!	30 s	4
3. Great!	45 s	3
4. Good!	60 s	2
5. OK	—	1

Aggressive Techniques to Raise Boost and Ratings

During an Event, you must execute a wide variety of crazy and sometimes dangerous techniques to raise your rating. Below is a table of all the types possible. When you succeed in a technique, the HUD displays this just above the Boost bar; the phrases are shown in the table below. The stars shown above the Boost bar show you how fast the Rating bar will fill up; the longer the technique is done, and/or larger the stars number, and the quicker the bar fills.



MESSAGE	BOOST BAR INCREASED?	HUD BOOST GAINED?	STARS DISPLAYED	DESCRIPTION
Air	Yes	No	1-3	Leaving the ground, usually via a ramp
Oncoming	Yes	No	1-3	Driving into oncoming traffic without hitting the traffic
Drift	Yes	No	1-3	Executing a drift, usually around a corner
Near Miss	Yes	No	1-3	Swerving around a car and almost hitting it, usually same-way traffic
Crash Escape	Yes	No	1-3	Maneuvering around a rival's pile-up
Perfect Lap	Yes	No	4	Completing a lap without crashing
Took 1st	Yes	No	3	Reaching first position from second
Took 2nd	Yes	No	2	Reaching second position from third
Took 3rd	Yes	No	2	Reaching third position from fourth
Took 4th	Yes	No	1	Reaching fourth position from fifth
Took 5th	Yes	No	1	Reaching fifth position from last place
Lap Leader	Yes	No	3	Maintaining first position for an entire lap
Boost Lap	Yes	No	5	Boosting for an entire lap
Crashing	No	No	—	Reduces Boost bar
Rubbin'	Yes	No	2	Grinding against another rival
Slams/Shunts	Yes	No	3	Hitting another rival
Checking Traffic	Yes	No	3	Hitting innocent, usually same-way traffic
Wall TD	Yes	Yes	3	Slamming an enemy into a wall
Traffic TD	Yes	Yes	4	Slamming an enemy into traffic
T-Bone TD	Yes	Yes	3	Slamming an enemy by spinning him around; a "T-bone" maneuver
Traffic Check TD	Yes	Yes	4	Slamming an innocent vehicle into an enemy
Vertical TD	Yes	Yes	4	Dropping on an enemy from above
Crashbreaker TD	Yes	Yes	1	Taking an enemy out in a Crashbreaker explosion (not Crash mode)
Double Crashbreaker TD	Yes	Yes	2	Taking two enemies out in a Crashbreaker explosion (not Crash mode)

MESSAGE	BOOST BAR INCREASED?	HUD BOOST GAINED?	STARS DISPLAYED	DESCRIPTION
Triple Crashbreaker TD	Yes	Yes	3	Taking three enemies out in a Crashbreaker explosion (not Crash mode)
Four-way Crashbreaker TD	Yes	Yes	4	Taking four enemies out in a Crashbreaker explosion (not Crash mode)
Total Crashbreaker TD	Yes	Yes	5	Taking all five enemies out in a Crashbreaker explosion (not Crash mode)
Elimination TD	Yes	Yes	4	Taking an enemy out in Elimination Events only
Revenge Modifier	Yes	Yes	Add 1 star	Taking out an enemy out who previous took you out
Skill Shot	Yes	No	5	Knocking an innocent vehicle into oncoming traffic
Trick Shot	Yes	No	5	Knocking an innocent vehicle into traffic that then knocks a subsequent vehicle
Non-Checkable Vehicles Crashed	Yes	No	5	Traffic Attack only; taking out a big rig or bus that normally cannot be rammed; usually by a Trick or Skill Shot
Crash Style	—	—	3	Crash Event only: Proficient pile-ups
# Explosions	—	—	5	Crash Event only: More points depending on how many vehicles catch fire
Vehicles Hit	—	—	Varies	Crash Event only: More points depending on number of vehicles involved
Time Remaining at Time Extend	Yes	No	1-4	Road Rage only: Awarded after time extended



Gaining air



Crashbreaker Takedown



Drifting

TIP

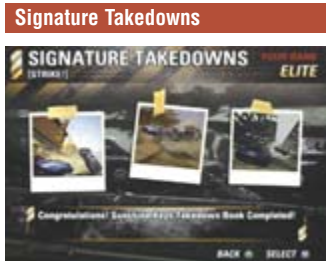
Takedowns Tips:

1. Select a vehicle that isn't Super Light, as they have difficulty pushing other vehicles about.
2. Boost into a vehicle. The increase in speed makes takedowns easier.
3. Aim for the rear corner of an enemy car so it drifts around, then crashes.
4. Sideswipes are also excellent, if your vehicle is heavy enough.
5. The shape of your car helps. F1-style cars, for example, can scoop up enemies with their front fins!

More Information on the Boost Bar
 Revenge, Vertical, Traffic Check, and Aftertouch Takedowns are some of a vengeful burner's finest expressions of the art of revenge. Slam a rival off the road to quickly build up your Boost and Event rating. Different takedown methods propel your rating faster than others.



If a rival takes you down, he's marked in red for Revenge. Target this rival to increase your rating.

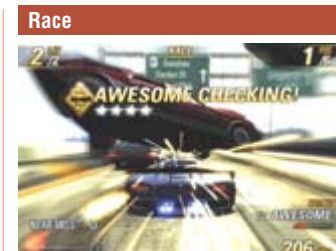


Certain location-based takedowns are highly prized in a ruthless burner's world. Your Takedown Book keeps a photo record of these glorious moments. Find a complete list of these Signature Takedowns in the Tracks and Appendices sections.



Every location offers eight Challenges. However, you need to win Gold in a Preview Event to unlock the Challenge Sheet first. A complete list of Challenge Sheets is shown in the Appendices section. Finish all eight Challenges per area, and a special vehicle is unlocked.

THE EVENTS
 Now that you know the general rules of how to obtain a Gold Perfect in every Event, as well as all online Events (the rules are the same), the following information provides specific strategies for each of the Event types.



Race Events aren't about how fast you travel around the track; lap times are unimportant. Winning, however, is everything. The general rule to winning races is to attempt takedowns early on to max your Boost bar, learn the shortcuts (but don't get too far ahead), then break away from the pack around two-thirds of the way through the course, and boost to the finish.



This is a single-lap race using a Special vehicle that is only unlocked through specific circumstances. However, it's used for this Event only. Learn its quirks, learn the course, attempt to gain Boost, and use all the shortcuts you can.



Burning Lap



This is also a single-lap race using a Special vehicle, but boosting is a lot easier to come by and your meter fills up quickly. However, you still need aggressive driving to keep from running out of Boost. Once again, learn the track and shortcut layout.

Grand Prix



This is a series of three (and sometimes four) Events in sequence, and the driver with the most points wins. Follow the exact same strategy for Race Events, but note that you receive six points for a win, four for second place, three for third place, two for fourth place, and one for fifth place. This means you don't have to win each race in the Grand Prix to collect a Gold Perfect.

Traffic Attack



Traffic Attack pits you against cross-town traffic. Slam into as many same-way traffic vehicles as you can, without hitting big rigs and buses directly. Extra points are awarded for Skill and Trick Shots. The biggest bonus though, is that for each lap you complete, you receive a 1x multiplier to your score. So, you'll score double in lap two, triple in lap three, etc. The only problem is that you need to keep your time from reaching zero. Achieve this by staying on the main roads where cars are available, and slam vehicles into big rigs and buses for massive point increases!

Road Rage



This involves racing around a track, defeating enemy vehicles that constantly appear, until your vehicle becomes a wreck or the timer runs out. This is the only Event where your car becomes more damaged and is finally totaled. Keep crashing to a minimum, and instead concentrate on all the different types of takedowns, explained earlier. Use a heavier car in this mode, such as the Etnies Racer (or any vehicle with a weight of Light or Medium).

Eliminator



Starting with six vehicles, after an allotted time, the last-place vehicle is removed until only one car remains—hopefully you! Approach Eliminators in the same way as Race Events and follow those strategies. However, at every countdown, be sure you have enough Boost five seconds before an elimination to scoot forward out of danger if you need to.



There are Crashbreaker versions of each Event (except Traffic Attack, Preview, and Burning Lap). These are generally available at higher ranks. They enable you to stop enemies and keep your Boost bar going, so you can keep up with the leading rivals. The general strategy for Crashbreaker Events is to only use Crashbreaker when necessary. Boost to the front of the pack so the Crashbreaker is useful, then use it when you accidentally crash. Or crash on purpose if you're almost out of Boost, and replenish it with a Crashbreaker Takedown.



Constantly boosting in these Events is almost always necessary. Collect and expend Boost power immediately!

CRASH MODE AND EVENTS

Vent your explosive frustrations on the traffic in the time available. Inflict crash and explosion mayhem, and nail the Target car to maximize your chances of a Gold medal and a Perfect rating.

Crash Mode Plans of Action



As the Crash Event begins, pay attention to the fly-by view and Target vehicle location to plan a trail of destruction and select the best type of vehicle for the job. Then press the button to start revving the Launch Control bar. Press it again to stop the bar on its ascent. This sets your launch speed. Be careful though, because if you stop it too high on the bar, you could blow your engine.



Press the button a third time to launch. Nail the sweet spot at both ends for a Power Boost start. If you don't nail the sweet spots, you could end up with a slower start that veers your car off in a different direction. Don't wait too long—the clock is counting down and every second is valuable.



On ramps, use Aftertouch in all directions to get into a great dive-bombing position, get distance, or battle strong crosswinds. After launch, guide your ride to mete out maximum carnage, and check traffic to ram same-way traffic and create additional pile-ups before you crash. On impact, press and hold the Impact Time button, then use the left analog stick and Aftertouch to propel your ride into more damage.



Each traffic crash adds boost percentage to your Boost meter. Cause a big enough pile-up to reach 100 percent, and a five-second countdown lets you know when the Crashbreaker will detonate. During the countdown, keep tapping the Crashbreaker button and try to pump the bar to 100 percent to maximize your Crashbreaker explosion.



Each car that explodes from a Crashbreaker adds 1x to your explosion multiplier, so maximize your score by exploding your Crashbreaker surrounded by traffic. After detonation, you can use Aftertouch again. Press the camera button at any time to zoom the camera back to your car.



To abort a run, access the Pause menu and select Retry. You'll do this a number of times until you work out how to maximize your score on each Crash Event. Check the Tracks section for detailed analysis of each course.

TIP

Are you desperately trying to launch a Crashbreaker and can't tap fast or furiously enough? Then hook up a "turbo controller" (sold separately!) and take the hand cramp out of Crashbreaker explosions!

NOTE

All of the strategies in this guide for Crash Events work well during online Crash games, which include Crash party (everyone attempts the same junction separately and the largest score wins), Crash battle (two player on the same junction battling out, largest score wins), and Crash tour (if any player's total beats the set score, then you all progress to the next junction; you all attempt the same junction separately—largest score wins).

Becoming a Crash Event Master

Getting the best possible score in a crash junction is all about picking the right vehicle to drive, timing your run, causing collisions, picking the right vehicle to hit, and using Aftertouch.

The Right Car for the Job



Heavy cars are good at hitting hard and smashing through traffic. They are slower and have less Aftertouch control but are less affected by wind. Due to their lower speed, Heavy vehicles are not best suited to junctions that involve jumping great distances. Heavy vehicles always have the most powerful Crashbreakers.



Medium cars are pretty good all-rounders. They don't excel in any particular area but provide decent speed, handling, weight, and medium-sized Crashbreakers.



Light cars are quick and agile. They jump well but lack power in impacts. Use your Aftertouch skills to the max when jumping in strong winds. Light cars also have the smallest Crashbreakers, so position yourself among large groups of traffic to get the most damage. Remember that Light cars include all the Race mode vehicles, which are also available in Crash mode.

Timing

A Power Boost gets you to the junction fastest, but sometimes a slower start gives you greater control over your approach and makes it easier to pick the best target vehicle to start your crash.

Another timing trick is to let the Launch Control bar swing once or twice before you start your run. This sometimes results in your car arriving at the perfect moment to hit the most lucrative target.

The downward swing of the Launch Control bar can also affect your car's steering off the line. Stop the marker above the bottom sweet spot and your car swerves left as it starts. Stop the marker below the sweet spot and it swerves to the right. Nail the sweet spot and your take-off is straight as an arrow.

When you leave a ramp, Aftertouch left and right to set your flight path and steer toward any escaping vehicles. You can also pull back or push forward on the left thumbstick to make your car dive or climb. The effect is slight, but it might be just enough to get you up to an otherwise unreachable area, or let you crash down into vehicles you'd normally fly straight over.

Causing Collisions

If another vehicle is bumped into an enemy's path, your foe tends to swerve and collide with it. Likewise, foes tend to lose control if objects such as ripped-up furniture, smashed traffic barriers, or bits of flaming vehicle wreckage arrive in the road ahead of them.

In any one crash junction, there may be several locations to cause a crash. Setting off a crash in one of these locations might be enough to get a Bronze or Silver medal, but to get Gold you may need to create a combined crash in all possible crash locations.

Check traffic to create multiple crashes. Check a moving vehicle on the way in, sending him off into another location while you steer your own car into the heart of the crash.

Blowing stuff up is the best route to a massive score, because every vehicle that explodes adds to your multiplier. Anything close to you when you set off your Crashbreaker will blow up, so set it off among as much traffic as you can!

The Right Car to Hit

Different vehicles have different uses in a crash junction. Light vehicles, such as small vans, can easily be checked into oncoming traffic or shoved into cross traffic without your car suffering any loss of speed. Hitting heavier vehicles, such as buses, always results in your car crashing. However they are also great road blockers if you can shove them into a junction. They're also useful for keeping your car in a junction, so you can cause more destruction, when you might otherwise bounce out.

Trucks carrying payloads are premium targets, because not only do they create huge roadblocks when they crash, they also shed their cargo into the road and spread the crash even farther.



Aftertouch

Whenever your car is in the air, you can use Aftertouch to steer its course, possibly toward targets that you might otherwise miss. Aftertouch also kicks in after using a Crashbreaker. Steer your smoking wreck from one side of the junction to the other! Chase escaping traffic along the road and smash it! Remember, you can launch a Crashbreaker as many times as your bar fills up. If you succeed in launching a Crashbreaker during the five second time limit, the timer resets, effectively giving you extra time to play with.

TUNE UP, TURN ON, BURN OUT!



The time for driving schooling has passed. Strap in and inspect the 79 vehicles in your garage, then read through the Track and Events sections for all the *Burnout Revenge* information you'll need. Good luck!

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GARAGE

The complete garage of *Burnout Revenge* holds 79 vehicles for every type of driver. There are four main types of cars: Race, Muscle, Crash, and Special. Racing vehicles are fast, lightweight, and used primarily in non-Crash Events. Racing vehicles can be noted by the "R" in their name. Muscle cars are heavier and good for Events such as Road Rage and Traffic Attack. Muscle cars can be noted by the "M" in their name. Special vehicles are extra-powerful jalopies unlocked through gameplay, and are targeted for takedowns in later levels in order to complete the city challenge sheets. Crash vehicles typically have a heavy weight and are used mainly in the Crash Events.

Factory M-Type ST



Crashbreaker: Force 1
Weight: Light
Boost Speed: 160 mph
Unlocked: On game start

NOTES It's one of the two cars you can drive from the start, but don't expect to be impressed by its capabilities. Although it doesn't have any deficiencies, it's still underpowered and turns with a wide understeer. It's distinctly average but has good weight for Road Raging.

Modified M-Type ST



Crashbreaker: Force 1
Weight: Light
Boost Speed: 165 mph
Unlocked: Bronze on Rank 1 GP

NOTES Slightly steadier and more bulky than the vehicles that match its speed, the base model of the Modified series has a pretty severe understeer both at low and high speeds. Use it for a couple of races due to its slightly better-than-base top speed.

Custom M-Type ST



Crashbreaker: Force 1
Weight: Light
Boost Speed: 170 mph
Unlocked: Bronze on Rank 2 GP

NOTES Worth taking for a spin before a better version is unlocked, this car has poor regular cornering capabilities until you couple your turning with drifts and brake tapping. Then it begins to handle very well indeed, as you have more manual control over your turns.

Works M-Type ST



Crashbreaker: Force 1
Weight: Light
Boost Speed: 170 mph
Unlocked: Bronze on Rank 2 Eternal City Long Reverse Road Rage

NOTES This vehicle is representative of the Works M series. Its wide turning radius at top speeds allows it to handle well under extreme conditions. Its steady handling also lends itself well to drifting.

Factory M-Type DX



Crashbreaker: Force 1
Weight: Light
Boost Speed: 185 mph
Unlocked: Bronze on Rank 5 White Mountain Reverse Road Rage

Prototype M-Series ST



Crashbreaker: Force 6
Weight: Super Light
Boost Speed: 175 mph
Unlocked: Bronze on Rank 3 Eastern Bay Long Reverse Eliminator

NOTES Your car of choice for the earliest Crashbreaker Races, this has the extra nimbleness of a Super Light car, coupled with a Crashbreaker Force that's double normal vehicles. However, at very high speeds it doesn't handle as tightly as it could, making this an odd choice.

Limited M-Type ST



Crashbreaker: Force 1
Weight: Light
Boost Speed: 175 mph
Unlocked: Bronze on Rank 3 GP

NOTES A souped-up sedan with spoilers and a good turning circle, this has excellent get up and go. Try the excellent acceleration and good response from the steering wheel when dodging. However, it tends to lose road-holding control at extreme speeds!

Tuned M-Type ST



Crashbreaker: Force 1
Weight: Light
Boost Speed: 180 mph
Unlocked: Bronze on Rank 4 Motor City Long Reverse Road Rage

NOTES Sharing tendencies with other Tuned M vehicles, this car is excellent for enemy takedowns. It's aggressive and sturdy, but tends to execute very wide corners. It's excellent on tracks with few turns and narrow streets.

Criterion M-Type ST



Crashbreaker: Force 1
Weight: Light
Boost Speed: 180 mph
Unlocked: Bronze on Rank 4 GP

NOTES Part of the Criterion M series, this beast has a novel handling characteristic. Its significantly lessened grip gives the impression you're driving on an icy road. Don't expect complex cornering, but fixing oversteer comes quicker than expected.

NOTES This car is distinctly average but has good weight for Road Raging. Although this car doesn't have any deficiencies, it turns with an understeer. It doesn't have the finesse some drivers crave, but it's still a worthy racer.

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Modified M-Type DX



Crashbreaker: Force 1
Weight: Light
Boost Speed: 185 mph
Unlocked: Bronze on Rank 5 White Mountain Forward Traffic Attack

NOTES Slightly steadier and more bulky than other vehicles matching its quickness, it understeers at low and high speeds, but it's adequate, with a slightly better-than-base top speed.

Criterion M-Type DX



Crashbreaker: Force 1
Weight: Light
Boost Speed: 195 mph
Unlocked: Bronze on Rank 7 Lone Peak Forward Traffic Attack

NOTES This beast has a novel handling characteristic. Its significantly lessened grip gives the impression you're driving on an icy road. Don't expect complex cornering, but righting oversteer comes quicker than expected.

Custom M-Type DX



Crashbreaker: Force 1
Weight: Light
Boost Speed: 190 mph
Unlocked: Bronze on Rank 6 Eastern Bay Short Lower Link Reverse Traffic Attack

NOTES This car has the same tendencies with the rest of the Custom M series and is worth taking for a spin. It has irregular cornering capabilities until you couple your turning with drifts and brake tapping. Then it begins to handle very well indeed, as you have more manual control over your turns.

Factory M-Type GT



Crashbreaker: Force 6
Weight: Light
Boost Speed: 202 mph
Unlocked: Bronze on Rank 8 Eternal City Short Reverse Traffic Attack

NOTES This car is distinctly average but has good weight for Road Raging. Although this car doesn't have any deficiencies, it turns with an understeer. It doesn't have the finesse some drivers crave, but it's still a worthy racer.

Works M-Type DX



Crashbreaker: Force 1
Weight: Light
Boost Speed: 190 mph
Unlocked: Bronze on Rank 6 Central Route Short Reverse Crashbreaker Eliminator

NOTES This vehicle is representative of the Works M series. Its wide turning radius at top speeds allows it to handle well under extreme conditions. Its steady handling also lends itself well to drifting.

Custom M-Type GT



Crashbreaker: Force 1
Weight: Light
Boost Speed: 202 mph
Unlocked: Bronze on Rank 8 Eternal City Long Reverse Crashbreaker Eliminator

NOTES It has irregular cornering capabilities until you couple your turning with drifts and brake tapping. Then it begins to handle very well indeed, as you have more manual control over your turns.

Limited M-Type DX



Crashbreaker: Force 1
Weight: Light
Boost Speed: 190 mph
Unlocked: Bronze on Rank 6 Central Route Short Forward Crashbreaker Race

NOTES Part of the Limited M class, this vehicle's low-speed turning is great, almost as if the back wheels were rudders! With appropriate drifting, its cornering is also spectacular, but it can turn corners quickly only in one direction due to a significant recovery time.

Modified M-Type GT



Crashbreaker: Force 1
Weight: Light
Boost Speed: 202 mph
Unlocked: Bronze on Rank 8 Eternal City Long Reverse Traffic Attack

NOTES This shares the tendencies of all Modified M models. Slightly steadier and more bulky than other vehicles matching its quickness, it understeers at low and high speeds, but it's adequate, with a slightly better-than-base top speed.

Tuned M-Type DX



Crashbreaker: Force 1
Weight: Light
Boost Speed: 195 mph
Unlocked: Bronze on Rank 7 Lone Peak Forward Crashbreaker Eliminator

NOTES This car is perfect for enemy takedowns—aggressive and sturdy, it handles equally well in narrow streets and wide corners.

Works M-Type GT



Crashbreaker: Force 1
Weight: Light
Boost Speed: 202 mph
Unlocked: Bronze on Rank 8 Eternal City Short Forward Crashbreaker Road Rage

NOTES Sharing qualities of all the Works M series, this sleek-looking sedan doesn't scream "sports car." It has a wider turning circle than many other cars of this top speed, but the vehicle is very steady and able to handle itself under combat conditions. If you drift hard, this is an adept car.

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Tuned M-Type GT



Crashbreaker: Force 1
Weight: Light
Boost Speed: 205 mph
Unlocked: Bronze on Rank 9 GP

NOTES Use this car when you're flying along narrow streets—its sturdiness and handling guide you through. It's also great for enemy takedowns, due to its heavy construction.

Criterion M-Type GT



Crashbreaker: Force 1
Weight: Light
Boost Speed: 205 mph
Unlocked: Bronze on Rank 9
 Central Route Short Forward
 Crashbreaker Eliminator

NOTES This model's lessened grip can make you to feel as if you're slipping on ice, causing you to oversteer. With quick correction, however, this car handles fairly well.

Limited M-Type GT



Crashbreaker: Force 1
Weight: Light
Boost Speed: 205 mph
Unlocked: Bronze on Rank 9
 Central Route Long Reverse
 Traffic Attack

NOTES Part of the Limited M class, this vehicle's low-speed turning is great, almost as if the back wheels were rudders! With appropriate drifting, its cornering is also spectacular, but it can turn corners quickly only in one direction due to a significant recovery time.

Prototype M-Series DX



Crashbreaker: Force 1
Weight: Light
Boost Speed: 195 mph
Unlocked: Bronze on Rank 7 Angel
 Valley Reverse Traffic Attack

NOTES The higher spec models of the Prototype M series provide firm but not accurate handling at all speeds. This vehicle handles the same no matter how fast you're traveling, but it doesn't have much weight or the nimbleness some drivers crave.

Prototype M-Series GT



Crashbreaker: Force 1
Weight: Light
Boost Speed: 205 mph
Unlocked: Bronze on Rank 10
 Motor City Long Forward
 Crashbreaker Road Rage

NOTES The higher spec models of the Prototype M series provide firm but not accurate handling at all speeds. This vehicle handles the same no matter how fast you're traveling, but it doesn't have much weight or the nimbleness some drivers crave.

Factory R160 ST



Crashbreaker: Force 1
Weight: Light
Boost Speed: 160 mph
Unlocked: On game start

NOTES One of two vehicles available from the very start of the game, it's stunningly average, as you'd expect. It has a slight oversteer when traveling at very slow speeds and cornering with Boost.

Modified R165 ST



Crashbreaker: Force 1
Weight: Super Light
Boost Speed: 165 mph
Unlocked: Bronze on Rank 1
 Motor City Short Reverse Race

NOTES An excellent base-level car for cornering, this turns well (perhaps oversteering a little) on the more vicious of bends, but this is generally an asset in racing. However, the weight means it won't be able to stand much shunting.

Custom R170 ST



Crashbreaker: Force 1
Weight: Super Light
Boost Speed: 170 mph
Unlocked: Bronze on Rank 2
 Eternal City Long Forward Race

NOTES This Super Light vehicle won't help you when the purpose of the Event is to slam into adversaries, but it delivers on quick turns. However, the acceleration isn't spectacular, making this car useful only until you unlock faster ones.

Works R170 ST



Crashbreaker: Force 1
Weight: Light
Boost Speed: 170 mph
Unlocked: Bronze on Rank 2
 Eternal City Long Reverse Race

NOTES This chunkier sports car won't win any ramped jump distances, but does offer reasonably tight and controllable handling even at top speed. Its heavier construction is a bonus for those pesky confrontations with enemy vehicles.

Tuned R195 DX



Crashbreaker: Force 1
Weight: Super Light
Boost Speed: 195 mph
Unlocked: Bronze on Rank 7
 Sunshine Keys Forward
 Crashbreaker Race

NOTES The entire Tuned R range shares this style: exceptional touch control at lower speeds, enabling complex maneuvering with aplomb. But at extremely high speeds, this translates into more of an unnerving tendency to "skate," which is an acquired taste.

Prototype R195 DX



Crashbreaker: Force 1
Weight: Super Light
Boost Speed: 195 mph
Unlocked: Bronze on Rank 7
 Angel Valley Forward
 Crashbreaker Race

NOTES This car has a slightly flimsy appearance, and a spoiler that obscures the action when damaged. However, it's excellent at cornering and acceleration; you'll oversteer only slightly before the car grips.

Criterion R195 DX



Crashbreaker: Force 1
Weight: Light
Boost Speed: 195 mph
Unlocked: Bronze on Rank 7 GP

NOTES This has perhaps the most sensitive steering of all the vehicle classes—truly impressive. You can execute entire laps without touching a wall! However, you can overcompensate and lose control very easily.

Modified R185 DX



Crashbreaker: Force 1
Weight: Super Light
Boost Speed: 185 mph
Unlocked: Bronze on Rank 5 GP

NOTES Sharing the Modified R shell, this is an excellent car for cornering. It turns well (perhaps oversteering a little) on the more vicious of bends, but this is generally an asset in racing. However, the weight means it won't be able to stand much shunting.

Custom R185 DX



Crashbreaker: Force 1
Weight: Super Light
Boost Speed: 190 mph
Unlocked: Bronze on Rank 6
 Eastern Bay Short Lower Link
 Forward Eliminator

NOTES Part of the Custom R models, this Super Light vehicle won't help you when the purpose of the Event is to slam into adversaries, but it delivers on quick turns. With its much-improved acceleration, this car's worth taking for a spin.

Works R190 DX



Crashbreaker: Force 1
Weight: Super Light
Boost Speed: 190 mph
Unlocked: Bronze on Rank 6 GP

NOTES Built similarly to the other Works R vehicles, this chunky sports car plummets rather than soars. It offers reasonably tight and controllable handling even at top speed, and its heavier construction is a bonus for those pesky confrontations with enemy vehicles.

Limited R190 DX



Crashbreaker: Force 6
Weight: Super Light
Boost Speed: 190 mph
Unlocked: Bronze on Rank 6
 Eastern Bay Short Lower Link
 Reverse Crashbreaker Road Rage

NOTES It can hold its own with enemy vehicles, has a great Crashbreaker force, and corners only slightly wider than a Super Light car. While not for pure racing, it's built for car combat!

Prototype R175 ST



Crashbreaker: Force 1
Weight: Super Light
Boost Speed: 175 mph
Unlocked: Bronze on Rank 3
 Central Route Long Forward
 Traffic Attack

NOTES This shares the tendencies of the entire Prototype R range, which includes a slightly flimsy appearance, and a spoiler that obscures the action when damaged. However, it's excellent at cornering and acceleration; you'll oversteer only slightly before the car grips.

Limited R175 ST



Crashbreaker: Force 6
Weight: Super Light
Boost Speed: 175 mph
Unlocked: Bronze on Rank 3
 Central Route Long Reverse Race

NOTES Part of the Limited R group, this model shares all their tendencies. It can hold its own with enemy vehicles, has a great Crashbreaker force, and corners only slightly wider than a Super Light car. While not for pure racing, it's built for car combat!

Tuned R180 ST



Crashbreaker: Force 1
Weight: Super Light
Boost Speed: 180 mph
Unlocked: Bronze on Rank 4
 Lone Peak Reverse Race

NOTES The entire Tuned R range shares this style: exceptional touch control at lower speeds, enabling complex maneuvering with aplomb. But at extremely high speeds, this translates into more of an unnerving tendency to "skate," which is an acquired taste.

Criterion R180 ST



Crashbreaker: Force 1
Weight: Light
Boost Speed: 180 mph
Unlocked: Bronze on Rank 4
 Angel Valley Reverse Road Rage

NOTES Sharing build quality with the entire Criterion R range, this has perhaps the most sensitive steering of all the vehicle classes—truly impressive. You can execute entire laps without touching a wall! However, you can overcompensate and lose control very easily.

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Factory R175 DX



Crashbreaker: Force 1
Weight: Light
Boost Speed: 185 mph
Unlocked: Bronze on Rank 5
 Eternal City Long Reverse
 Crashbreaker Race

NOTES This car doesn't excel in any areas. But it has no real deficiencies either, except for a slight oversteer when traveling at very slow speeds and cornering with Boost. It's perfectly adequate for your needs, and useful to base other models against.

Factory R190 GT



Crashbreaker: Force 1
Weight: Light
Boost Speed: 202 mph
Unlocked: Bronze on Rank 8
 White Mountain Forward
 Crashbreaker Road Rage

NOTES Sharing qualities from the entire Factory R range, this car doesn't excel in any areas. But it has no real deficiencies either, except for a slight oversteer when traveling at very slow speeds and cornering with Boost. It's perfectly adequate for your needs, and useful to base other models against.

Custom R202 GT



Crashbreaker: Force 1
Weight: Super Light
Boost Speed: 202 mph
Unlocked: Bronze on Rank 8
 White Mountain Forward
 Crashbreaker Race

NOTES This Super Light vehicle isn't great for rough road combat, but it handles great on quick turns. With its fantastic acceleration, you'll get plenty of wear out of it.

Modified R202 GT



Crashbreaker: Force 1
Weight: Super Light
Boost Speed: 202 mph
Unlocked: Bronze on Rank 8
 White Mountain Reverse
 Crashbreaker Eliminator

NOTES Sharing the Modified R shell, this is an excellent car for cornering. It turns well (perhaps oversteering a little) on the more vicious of bends, but this is generally an asset in racing. However, the weight means it won't be able to stand much shunting.

Works R202 GT



Crashbreaker: Force 1
Weight: Super Light
Boost Speed: 202 mph
Unlocked: Bronze on Rank 8 GP

NOTES At top speeds, this model is pretty tight and handles well. Its heavy body also aids you in taking down other vehicles.

Tuned R205 GT



Crashbreaker: Force 1
Weight: Super Light
Boost Speed: 205 mph
Unlocked: Bronze on Rank 10
 Angel Valley Forward Traffic Attack

NOTES The entire Tuned R range shares this style: exceptional touch control at lower speeds, enabling complex maneuvering with aplomb. But at extremely high speeds, this translates into more of an unnerving tendency to "skate," which is an acquired taste.

Prototype R205 GT



Crashbreaker: Force 1
Weight: Super Light
Boost Speed: 205 mph
Unlocked: Bronze on Rank 10 Lone
 Peak Reverse Crashbreaker Race

NOTES Watch out for oversteering with this one—its quick acceleration and excellent cornering might lead you to overenthusiasm.

Criterion R205 GT



Crashbreaker: Force 1
Weight: Light
Boost Speed: 205 mph
Unlocked: Bronze on Rank 9
 Eastern Bay Long Reverse
 Traffic Attack

NOTES Sharing build quality with the entire Criterion R range, this has perhaps the most sensitive steering of all the vehicle classes—truly impressive. You can execute entire laps without touching a wall! However, you can overcompensate and lose control very easily.

Limited R205 GT



Crashbreaker: Force 6
Weight: Light
Boost Speed: 205 mph
Unlock Order: 44
Unlocked: Bronze on Rank 9
 Central Route Short Reverse
 Traffic Attack

NOTES Arguably the best non-Special car in the game, this model shares the tendencies of all the Limited Rs. It can hold its own with enemy vehicles, has a great Crashbreaker force, and corners only slightly wider than a Super Light car.

Stock C170 MID



Crashbreaker: Force 4
Weight: Medium
Boost Speed: 170 mph
Unlock Order: 1 (Crash Event)

NOTES This standard Crash vehicle offers surprising versatility and gets you through the early Events, despite looking like a hunk of junk. It handles well enough, and you can launch its Crashbreaker easily and repeatedly. Try this first on each new Event.

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Stock C175 Super



Crashbreaker: Force 6
Weight: Heavy
Boost Speed: 175 mph
Unlocked: Complete Rank 10
 Motor City Junction Road to Rain

NOTES A more impressive (and strikingly colored) version of the C170, this is your default go-to car when you're unsure of how to take a new Event. Good speed and reasonable weight make it a good all-rounder, but it doesn't excel at any one aspect.

SUV C150 HVY



Crashbreaker: Force 7
Weight: Super Heavy
Boost Speed: 150 mph
Unlocked: Complete Rank 1
 Crash Tour

NOTES If you have a straight line from your starting point to the vehicle you want to hit, then choose the SUV for early Crash Events. It's robust enough to smash through same-way traffic, but terrible for flying or turning.

Compact C180 Lite



Crashbreaker: Force 5
Weight: Medium
Boost Speed: 180 mph
Unlocked: Complete Rank 2
 Crash Tour

NOTES Small and nimble, these Compact vehicles are useful in (for example) Eternal City Events when you have plenty of tight corners to negotiate. Because of its weight, it flies over most ramps but gets buffeted by the wind.

SUV C160 Super



Crashbreaker: Force 8
Weight: Super Heavy
Boost Speed: 160 mph
Unlocked: Complete Rank 7
 Angel Valley Junction Car Wars

NOTES A spot of camo paint makes all the difference in this meatier version of the original SUV. While it cannot corner at all without control loss, and should never use a ramp, it does have good brutal straight-line force.

Compact C185 Super



Crashbreaker: Force 6
Weight: Medium
Boost Speed: 185 mph
Unlocked: Complete Rank 8
 Crash Tour

NOTES The next step up is the C185, which offers slightly better top speed and Crashbreaker force. Use it instead of the old model once you receive it. Like the older model, it excels when squeezing through traffic is necessary.

Saloon C175 MID



Crashbreaker: Force 7
Weight: Heavy
Boost Speed: 175 mph
Unlocked: Complete Rank 5
 Crash Tour

NOTES An alternative to the Compact series, the Saloon C175 offers similar characteristics to the base Compact model, but has a lower top speed and a slightly higher Crashbreaker. It's better at shorter courses, and doesn't get shoved around quite as much.

Sport C180 Lite



Crashbreaker: Force 8
Weight: Super Heavy
Boost Speed: 180 mph
Unlocked: Complete Rank 3
 Crash Tour

NOTES "Lite" is amusingly ironic, given this car's supremely heavy weight. This vehicle is horrific for leaping across gaps, but if you want to plow through vehicles, yet want a car that's much more controllable than a 4x4, then the C180 is a good bet. This is the base model.

Saloon C180 Super



Crashbreaker: Force 8
Weight: Heavy
Boost Speed: 180 mph
Unlocked: Complete Rank 7
 White Mountain Junction
 Mountain the Curb

NOTES With a gigantic Crashbreaker and a relatively impressive top speed, this upper-end Saloon is good for shoving same-way vehicles out of the way, but its speed and weight won't quite let it sail out of the pile-up it has created.

Sport C190 Super



Crashbreaker: Force 7
Weight: Super Heavy
Boost Speed: 190 mph
Unlocked: Complete Rank 9
 Central Route Junction Double
 Van Damage

NOTES The shinier older brother of the C180 Lite is a better vehicle all around. It can deliver crunching attacks to multiple same-way vehicles without being knocked off-course, has a faster top speed, and reaches Crashbreaker launch quicker. It's excellent on the ground.

4x4 C165 MID



Crashbreaker: Force 6
Weight: Heavy
Boost Speed: 170 mph
Unlocked: Complete Rank 4
 Lone Peak Junction Wish Upon a Car

NOTES A good alternative to the C170 MID, this is the average 4x4 to compare all others to. It's useful in straight lines but in turns it loses control very easily and oversteers horribly. This is a good solid vehicle for open space collisions.

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4x4 C180 Super



Crashbreaker: Force 7
Weight: Heavy
Boost Speed: 180 mph
Unlocked: Complete Rank 7 Crash Tour

NOTES This is surprisingly versatile given its brethren's lack of control. It's an excellent vehicle to try in almost every circumstance. Use it to test out a Crash Junction before you pin down a slightly more suitable vehicle.

Classic Crasher C170



Crashbreaker: Force 10
Weight: Medium
Boost Speed: 170 mph
Unlocked: Complete Rank 9 Crash Tour

NOTES When you want to destroy absolutely everything in a vast radius, and need only one Crashbreaker during your event, choose the Classic Crasher C170. It has good handling and is lightweight for a Crash vehicle. Pick it for different effects in Events.

Off Road C170 MID



Crashbreaker: Force 8
Weight: Super Heavy
Boost Speed: 170 mph
Unlocked: Complete Rank 6 Crash Tour

NOTES For sheer brute force, this is a great vehicle. Use it to cut a swath through same-way traffic en route to a pile-up, but not to cover great distances in the air. Its handling is so poor that turning at speed is almost impossible.

Dominator Assassin



Crashbreaker: Force 6
Weight: Medium
Boost Speed: 160 mph
Unlocked: Detect *Burnout 3: Takedown* Savegame

NOTES This special vehicle, accessible only via a *Burnout 3* Save, is an excellent alternative to the Stock C170. You can reach higher scores earlier in the game if you use it instead of the Stock. It also has more Crashbreakers available than the Classic.

Off Road C180 Super



Crashbreaker: Force 9
Weight: Super Heavy
Boost Speed: 180 mph
Unlocked: Complete Rank 9 Central Route Junction Street Car Set on Fire

NOTES The improved Off Road C170 MID has a better top speed and an even greater Crashbreaker (which may be too large for situations where more frequent Crashbreakers are preferred). If you want to crash into multiple moving targets, this is your vehicle.

Mobile Diner



Crashbreaker: Force 10
Weight: Super Heavy
Boost Speed: 140 mph
Unlocked: Complete Rank 10 Crash Tour

NOTES This Special vehicle has great potential for pile-ups—utilize its weight to create spectacular devastation. Its Crashbreaker potential far outweighs its somewhat slow speed.

Utility C140 HVY



Crashbreaker: Force 8
Weight: Super Heavy
Boost Speed: 140 mph
Unlocked: Complete Rank 4 Crash Tour

NOTES This utility van has terrible handling and flies like a brick with four wheels, but it's an interesting choice. It's a Super Heavy vehicle with a giant Crashbreaker but a very low top speed. Use it when speed is secondary to accuracy.

Madden Challenge Bus



Crashbreaker: Force 7
Weight: Super Heavy
Boost Speed: 140 mph
Unlocked: Detect *Madden NFL 06* Savegame

NOTES The Madden Challenge Bus is identical to the Mobile Diner, except for the lower Crashbreaker. You can achieve more Crashbreakers, but over a lesser area. While the Mobile Diner is good in single pile-ups, this is preferable when you have two or more concentrations of carnage!

Utility C150 Super



Crashbreaker: Force 9
Weight: Super Heavy
Boost Speed: 150 mph
Unlocked: Complete Rank 7 Angel Valley Junction Hollywood Spills

NOTES The improved Utility is useful in identical events. If you want to fall onto a target, but other vehicles are overshooting it, this is likely due to their speed. Use this to cause damage in events where speed isn't necessary for the best score.

SPECIAL VEHICLES

Etnies Racer



Crashbreaker: Force 2
Weight: Medium
Boost Speed: 209 mph
Unlocked: Complete Motor City Challenge Sheet

NOTES The pinnacle of Factory M vehicles, the Etnies Racer is excellent for getting you through tougher Crashbreaker Events. It's heavier than any other race car, making Road Rage takedowns easier. It also has unmatched Crashbreaking potential, but takes time to reach top speed—a worthwhile trade-off.

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Low Rider



Crashbreaker: Force 1
Weight: Medium
Boost Speed: 209 mph
Unlocked: Complete Angel Valley Challenge Sheet

NOTES The best of Modified M vehicles, the Low Rider shares one feature with the Etnies Racer: weight. Use this in Road Rage events to ensure victory, but don't expect precise driving. It handles more like a boat than a car, which is terrifying (but thrilling) due to the exceptional top speed!

EA GT Racer



Crashbreaker: Force 1
Weight: Super Light
Boost Speed: 209 mph
Unlocked: Complete Central Route Challenge Sheet

NOTES The EA GT Racer is the best of Prototype R vehicles and identical to the Criterion GT Racer. The back of this vehicle oversteers at the touch of a brake, and you'll fishtail incredibly easily, but once you learn to compensate, this becomes an incredible and recommended ride.

Custom Classic



Crashbreaker: Force 1
Weight: Light
Boost Speed: 209 mph
Unlocked: Complete Sunshine Keys Challenge Sheet

NOTES While it has powerful acceleration, this huge vehicle doesn't take corners as well as some of the other Tuned R vehicles.

Logitech World Racer



Crashbreaker: Force 1
Weight: Light
Boost Speed: 209 mph
Unlocked: Complete Rank 10 Ultimate Revenge GP

NOTES You're in for a frightening experience if you don't know how to control this beast. It fishtails even under the most controlled of drifts, so it's recommended only for professional drivers. It's completely unforgiving but great fun!

Revenge Racer



Crashbreaker: Force 1
Weight: Super Light
Boost Speed: 209 mph
Unlocked: 100% Complete

NOTES The Revenge Racer is an excellent example of Prototype M vehicles. It takes a special type of player to finish this game, and the reward is well worth it! This car is impossible to spin out and incredible at cornering and handling, although you may find it slightly hard to drift. You must own this ultimate driving vehicle!

Criterion GT Racer



Crashbreaker: Force 1
Weight: Super Light
Boost Speed: 209 mph
Unlocked: Complete White Mountain Challenge Sheet

NOTES If you're careful about oversteering when you brake, you can fully appreciate the incredible ride the Criterion GT Racer provides.

Euro Classic LM



Crashbreaker: Force 1
Weight: Super Light
Boost Speed: 209 mph
Unlocked: Complete Eternal City Challenge Sheet

NOTES This car has good tight cornering and an amazing steering ability. The only real problem with this zenith of quality European engineering is its slightly flimsy nature and a horrible tendency to fishtail at high speeds.

Hot Rod



Crashbreaker: Force 1
Weight: Light
Boost Speed: 209 mph
Unlocked: Complete Lone Peak Challenge Sheet

NOTES The Hot Rod is the top of Tuned R vehicles and identical to the Custom Classic. This lumbering beast of a vehicle lacks subtlety around corners. However, on less twisty courses, it's a powerful accelerating machine.

Black Elite Racer



Crashbreaker: Force 1
Weight: Light
Boost Speed: 209 mph
Unlocked: Gain ELITE Rank (11)

NOTES This elite of Criterion M vehicle is worth unlocking for the engine noise alone. It may not quite have the precise control of the Revenge Racer, but its heavier chassis makes it a prime candidate for perfecting Road Rage Events. This stunning automobile is a joy to drive erratically!

Nixon Special



Crashbreaker: Force 1
Weight: Super Light
Boost Speed: 205 mph
Unlocked: Complete Eastern Bay Challenge Sheet

NOTES This car has similar handling to the Logitech World Racer, but it's slightly more controllable. Don't over-stretch the car in tight turns or it will oversteer badly. It's great for doughnuts though!

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MOTOR CITY

MOTOR CITY TRACK #1: SHORT [FORWARD]

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I WAYPOINT R RAMP S START — COURSE ROUTE — ROUTE (ABOVE GROUND LEVEL) — ROUTE (BELOW GROUND LEVEL) ⚡ SHORTCUT ENTRANCE 👤 SIGNATURE TAKEDOWN

OVERVIEW

The course begins with a westward journey through a large industrial thoroughfare, with three possible routes (a middle road and two side shortcuts); each of these merge numerous times. After around eight blocks, the roads merge, and after a small alley, a large right turn leads to a wide road with civilian traffic. After another large right turn, you barrel into a lengthy alleyway system with a couple of low ramps for possible Vertical Takedowns. A shortcut through a garage-like tunnel continues the alley as you dash across a number of road junctions. This ends in a wide right turn into town where you meet more cross-town traffic, then a last right turn into a small alley and the end of the lap.

EVENTS

EVENT TYPE	RANK
BURNING LAP	—
ELIMINATOR	4
GRAND PRIX	1*, 10***
PREVIEW	—
RACE	—
ROAD RAGE	1
TRAFFIC ATTACK	—

* A Grand Prix race where you begin your series of races at this course
 *** A Grand Prix race where your third race is at this course

WAYPOINTS OF INTEREST

WAYPOINT #1: Three Route Chute



As soon as the race begins and you drive over the cross-street (watch for traffic on subsequent laps!), you can drive down one of three industrial routes heading west. To the left is a series of **open warehouses**, in the middle is a relatively straight stretch of **tarmac road**, and on the right is a **dirt path** past a toll booth and a series of container crates.

NOTE

- The left route takes you directly to Waypoints #3, #5, #8, and #10.
- The middle route takes you directly to Waypoints #4, #7, and #11.
- The right route takes you directly to Waypoints #2, #6, and #9.

TIP

- The left route's containers, columns, and warehouse obstacles allow you to slam into (or be slammed by) your foes.
- The central route enables you to dart to either the left or right areas, but is the source of most merging by friend and foe alike.
- The right route is narrow, but allows a quieter way through this industrial complex.

WAYPOINT #2: Toll Booth Boost



Drift across from **Waypoint #1** onto the right dirt path, watching for one or two innocent vehicles. Watch for enemies merging from the gap in the fence on your left, then prepare to boost forward into the underground tunnel entrance ahead. Various scattered containers enable you to ram a victim easily.

WAYPOINT #3: Warehouse Blast



For a mixture of ambush tactics and safety, try boosting left, toward the **open row of warehouses** along the left side of the complex. Be sure you don't scrape along the walls as they have numerous jutting objects to get snagged on. Instead, speed through the first warehouse, then watch for enemy sideswipes from the right as the center route becomes visible.

WAYPOINT #4: Dream Weaver



This area is your first main area of combat if you took the central route from **Waypoint #1**. Wrestle any enemy vehicles that congregate in this area, or quickly weave either left or right to change paths instantly. Unless you know exactly where they are, the entrances to the right path are much more difficult to enter without crashing.

TIP

Although traffic may be light (at least in the early Ranks), staying on the left side of the middle route allows you to slowly build your Boost meter, as you're technically traveling against traffic.

WAYPOINT #5: Airborne to be Wild



Back on the left side route, concentrate your journey through the warehouses along the left wall, as there's a **ramp** resting on a refuse container coming up. Watch for incursions from **Waypoint #4** before boosting up the ramp, gaining more Boost points as you fly through the air and over the road, thus avoiding cross-traffic.

WAYPOINT #6: Underground Tunnel Part One



Once you determine that your shortcut is to be the underground tunnel, boost forward, watching for light traffic, and head toward the well-lit tunnel entrance. Once inside the tunnel, boost along and out of the ramp, staying on the right to keep on the path, or left if you wish to merge near **Waypoint #7**. Avoid some containers just left of the exit here.

WAYPOINT #7: Emerging Routes



If you took the central route straight from **Waypoint #4**, or merged in from either side, expect major battling at **Waypoint #7** as foes dash in. You can stay in the middle, honing your racing line by moving to the right slightly, or quickly change routes to either side in an instant. Watch for cross traffic at this intersection, though.

WAYPOINT #8: Open for Business



The "business" in question is slamming, ramming, and bashing the enemies that are likely to be weaving between the main road on your right, and the warehouse section. Attempt one of two plans here: **weaving** once you learn which gaps can be boosted through, or **staying inside** the warehouses and quickening the pace.

WAYPOINT #9: Underground Tunnel Part Two



Whether you drifted in from **Waypoint #7**, or you've used this path from the start, the second tunnel allows quick access across the industrial estate. As you emerge, be aware of a group of green containers; dodge to the left or right of them, but choose early! There's a final merging opportunity here (on the left) before all routes combine.

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WAYPOINT #10:
Right to Refuse



As the left side route ends, and you've continued to boost through the warehouses from **Waypoint #8**, beware of a nasty refuse container in the penultimate warehouse. It's on your left, so stay right to avoid it (or ram a foe into it) before either merging right, or zooming through the final warehouse as the lanes merge.

WAYPOINT #11:
Last Chance to Merge



The end of the middle route still allows you to access the open warehouses on your left and the dirt road to your right. However, it's wise to remain straight and true here so you can scan the road ahead to **Waypoint #12** and the merging of the roads. Note that past this point, the final warehouse's walls are solid, so don't attempt to merge with them!

WAYPOINT #12:
Into the Alley



The **trio of paths** merge to the middle road via gravel verges on either side. Steer right or left, merge onto the main road, and watch for a large intersection as you reach a more populated area of Motor City. If you're merging in from the left or right roads, be sure you aren't scraping along the exterior wall or you'll hit a jutting building.



WAYPOINTS #13 and #14:
The Mean Streets



Accelerate along a narrow alley to a **90-degree right turn**. As you reach the bend, cut in on the inside right and onto the sidewalk, saving you time while avoiding the oncoming traffic on the left and any perpendicular traffic heading north. Three blocks north is another right turn (two in fact), but it's quicker to drift into the first of the turns.

Slide around, cutting into the inside right and begin your dash down a long alleyway. The other turn is a few feet farther north. Access it only if you're engaged in a battle and miss the first turn, or want to drop back, wait for an enemy to pass via the first turn, then attack from the back.

WAYPOINT #15:
Initial Alley Action



No matter which entrance you used to enter this alley, the first block sees both routes merging into a tiny dirt road with a low ramp if you steer sharply to the right wall as you enter the first corner at **Waypoint #14**. Otherwise, the columns in the middle of the road are prime obstacles to slow down foes.

WAYPOINT #16:
Low Ramp Lowdown



Speed past the first intersection, making sure you look ahead and veer around cross traffic before boosting into the continuation of the alley. Either scrape along the left wall and onto a **low ramp** (which gives you some safety and Vertical Takedown opportunities), or stay on the dirt.

WAYPOINT #17:
Garage Daze



Accelerate through the next section of perpendicular road, watching for cross traffic, and into a widening alley. Coming up are another two choices: a shortcut through a long **garage-like tunnel** on the left, or the main alley through a series of scaffold columns on the right.

WAYPOINT #18:
Glass-Walled Tunnel Route



The shortcut route takes you through a long tunnel with a glass wall on your right. You cannot smash through this, so stay focused on the road ahead and watch for foes through the glass. As you emerge from the tunnel, slam them. If no enemies are around, just speed to the next junction where the routes merge.

WAYPOINT #19:
The Scaffold Column Route



Pick the scaffold route and simply maneuver to one side of the scaffold columns, but be sure you **swing left after the scaffold**, as a large wall juts out on the right (this is a huge ramp exit in the Reverse course). Once through, you can merge at the glass tunnel exit, or remain straight and head into a dip, boosting out to the intersection.

WAYPOINT #20:
Fresh Dip



The blue lights of a shortcut beckon you across the next intersection. As usual, watch for cross traffic, then take either the shortcut or the alley immediately left of it. The shortcut takes you into a dip that you can **boost out from** as both routes merge.

WAYPOINT #21:
Alley End



The final part of this alley allows you to quickly choose a route on either side of six columns. The left side allows an **easier and wider racing line** for the turn to come. Use the columns to waylay your foes, but don't weave between them unless you have a deathwish!

WAYPOINT #22:
Eastside Town and Lap End



At the end of the alley, drift right around the bend, cutting on the **inside right part of the corner** to save time, but watch for a jutting wall. Or, you can take the corner wide onto the oncoming traffic and collect Boost points while dodging innocent vehicles.

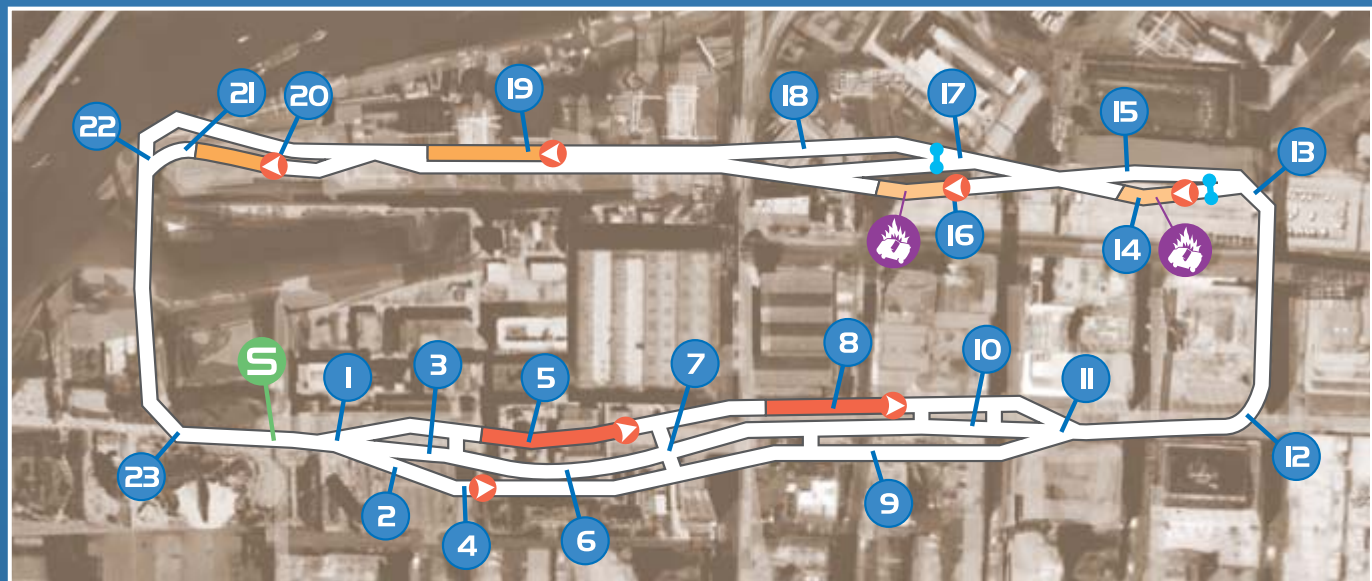


Boost southward for a couple of blocks, watching for reasons to avoid or slam into the traffic here, then take another sharp right turn 90 degrees to an alley and the end of your lap. Drift along the pavement on the inside and **avoid the jutting wall** on the left after the turn.



MOTOR CITY

MOTOR CITY TRACK #2: SHORT [REVERSE]



1 WAYPOINT
 2 RAMP
 3 START
 4 COURSE ROUTE
 5 ROUTE (ABOVE GROUND LEVEL)
 6 ROUTE (BELOW GROUND LEVEL)
 7 SHORTCUT ENTRANCE
 8 SIGNATURE TAKEDOWN

OVERVIEW

You begin by heading east, through a large industrial area, with a choice of three main routes, each of which merges with the other at various stages. This ends with an exit to the main town, a large left turn, and wide roads with cross-town traffic. Once you make another large left turn and head west, you careen into a long warehouse alley where two large ramps allow you to escape or drop onto enemies. The course continues down a long straight alley with numerous obstacles, raised ramp platforms, and intersecting road junctions. Once through, you have a choice of two paths to a 90-degree left corner as you leave the warehouse alley. You head south for three blocks, fighting more cross-town traffic, before a final left turn into a small alley and the end of the lap.

EVENTS

EVENT TYPE	RANK
BURNING LAP	10
ELIMINATOR	-
GRAND PRIX	-
PREVIEW	-
RACE	1
ROAD RAGE	-
TRAFFIC ATTACK	-

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WAYPOINTS OF INTEREST

WAYPOINT #1:
Branching Pathways



Almost immediately off the starting grid, you have three parallel but distinct choices for routes through this industrial warehouse area. You can head left toward **unpaved road**. You can continue straight along the **main tarmac**. Or you can steer right, toward a series of **open warehouses**.

NOTE

- The left route takes you directly to Waypoints #5, #8, and #11.
- The middle route takes you directly to Waypoints #3, #6, #7, #10, and #11.
- The right route takes you directly to Waypoints #2, #4, #9, and #11.

TIP

- The left route is narrow, but is mostly separated from the other routes.
- The middle route allows easy access to the left and right areas, but expect merging traffic (both innocent and enemy).
- The right route's containers and columns have the most potential for defeating (or being defeated by) opponents.

WAYPOINT #2:
Into the Warehouse



If you take the route on the right, you immediately enter a warehouse. This is one of many directly ahead of you, and you can drive straight through them all. Note that some have open walls to the left of you, allowing you back onto the **center route**. Avoid the many crates and columns here.

WAYPOINT #3:
Middle of the Road



Those wishing to explore (or set a trap) in this area should note the access at the first perpendicular alley; you can move between the left and middle routes, allowing you to ambush an enemy from either area, or swerve and change your route easily. If you're on the left route, you can also head over a bush, around the **right of the green containers**.

WAYPOINT #4:
Ramp It Up



The second warehouse on the right route contains a ramp. Be sure you're traveling at a high enough speed to use it; land on an enemy vertically, avoid a foe, or ram your opponent into the ramp. Don't slam into the roof during the jump! The left wall of the warehouse is open, allowing access to the **middle route**.

WAYPOINT #5:
Tunneling Under, Part One



If you took the left route or accessed it at **Waypoint #3**, you can enter a small, straight, underground tunnel. Boost as you exit to gain air. This allows you to escape the action in the middle and right routes.

WAYPOINT #6:
Beware of the Warehouse



The block east of **Waypoint #5**, assuming you're using the middle or right routes, is open and allows you to dart between the warehouse and main road. The left area meanwhile, is blocked and is a little safer to travel along. Watch for numerous crates and columns in the warehouse; when you spot one of these obstacles, slam a foe into it.

WAYPOINT #7:
Access All Areas



The city block east of **Waypoint #6** is extremely open; you can weave around the warehouse area, and once you reach the junction, you can move freely between all three routes. Watch for incoming traffic from the left and right. This is a prime area for escaping or battling your foes.

TIP

Keep to the left of the middle route to slowly build your Boost meter. You're driving against traffic, so be careful!

WAYPOINT #8:
Tunneling Under, Part Two



Between **Waypoints #7** and **#8**, the left route closes off and the middle and right routes open up. If you're on the left side, swerve to either side of more green containers before either accessing the **main middle road** or entering the second of the two tunnels.

WAYPOINT #9:
Refuse to Budge



The left route isn't accessible in this area; simply zoom through the intersection (watching for traffic to the sides), and maneuver between the **middle road** and **right-side warehouse**. Beware of a refuse container on the right of the warehouse; this can stop you dead! Half a block later, the left route becomes accessible again.

WAYPOINT #10:
Choose a Lane



You're now ending the multiple routes. The final warehouse doesn't have an open side wall, but you can switch between the left road and the middle tarmac route. Look to the road ahead and plan your exit strategy; the routes are about to merge, and enemy vehicles could be appearing!

WAYPOINT #11:
Merge on the Verge



The **three routes** merge to the middle road via gravel verges on either side. Steer right or left, merge onto the main road, and watch for a large intersection as you reach a more populated area of Motor City. If you're merging in from the left road, don't snag yourself in a jutting wall.

WAYPOINTS #12 AND #13:
Streets of Rage



Pick up speed as you zoom along a narrow alley to a **90-degree left bend**, and on the way, try not to scrape the left wall, as a building can catch you. As you reach the corner, cut in on the inside left, then avoid the oncoming traffic on the left and any perpendicular traffic heading north.

Drift at speed, staying as close to the left corner as possible, then head into a **long warehouse alley** heading west. At the next road junction, speed into the alley, either along the left wall to the left of the pillars, or through the breakable fence on the right. The right side has more room to maneuver. Avoid the 10 pillars (or slam foes into them).

WAYPOINT #14:
Left Side Rampage #1



One block farther west, just east of **Waypoint #14**, the alley separates into two distinct areas; swerve to avoid the large concrete column and move left if you wish to head up the **large ramp**. This allows you to boost clear over the traffic at the next intersection and attempt a spectacular **Signature Takedown!**

WAYPOINT #15:
Alley Road



If you miss or ignore the ramp on the left, swerve to the right of the column (or left, then to the right of the ramp) and instead boost out along the alley road itself. Smash the breakable fence, then look out for cross traffic, which can seriously impede your progress. If you stay in the **narrow area between the ramp and main alley**, you can boost over the vehicles at the intersection.

WAYPOINT #16:
Left Side Rampage #2



The second ramp is immediately after the junction. Either remain on the left, or swerve left at the junction if you're not lined up. **Boost up the ramp**; after a small platform, you drop down to the alley at the scaffolding area (**Waypoint #18**). Avoid the scaffold columns and try another **Signature Takedown!**

WAYPOINT #17:
Alley Roads



If you're uninterested in the ramp (**Waypoint #16**), stay in the middle and boost along the alley floor or at the junction, remain on the right, and enter a long tunnel-like garage that's separate from the main road. It merges back onto the main alley road after **Waypoint #18**.

TIP

You have a number of Vertical Takedown opportunities (but watch for foes trying the same tactic!). Land on enemies after either large ramp, or drop from the raised low ramped areas toward the end of the alley.

WAYPOINT #18:
The Scaffold



Merge from either the **main alley**, the **left ramp**, or the **right tunnel-like garage**. Swerve left if you're exiting the garage so you don't scrape against a wall ahead. Avoid the scaffold columns and boost forward and across to the junction, watching for vehicles coming from the left and right.

WAYPOINT #19:
Low Ramp Rampage



You can smash the fence on the right side of the next alley, and once in this alley, a **low ramp on the right** allows you to drop onto enemies; a wreck and the ramp grant you a small amount of boost. On the left, the alley continues along the ground. Watch for the columns between the lower and upper routes.



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WAYPOINTS #20 and #21:
Three Routes



Once through the crossroads (weave between traffic!), the alley splits into three distinct areas. Swerve left and scrape below an overhang and onto a low ramp. Or, stay in the middle to continue along the alley. Steer right slightly for a straight route out of the alley. Once again, avoid the columns!

Whichever route you previously took, the alley ends with **two possible exits**: left and right. Steer left to save time, which means you should have kept in the middle or to the left of the road at **Waypoint #20**. Brake sharply and turn early so you don't drift into oncoming traffic on the left.

WAYPOINT #22:
Heading South



Merge onto the main road heading south, ideally via the left turn as there's an inside area you can use to **cut the left corner**. Quickly merge and tear down three city blocks, watching for traffic oncoming on the left side of the road. This is a prime spot to swipe your foe into innocent motorists!

WAYPOINT #23:
Round the Bend and Lap End

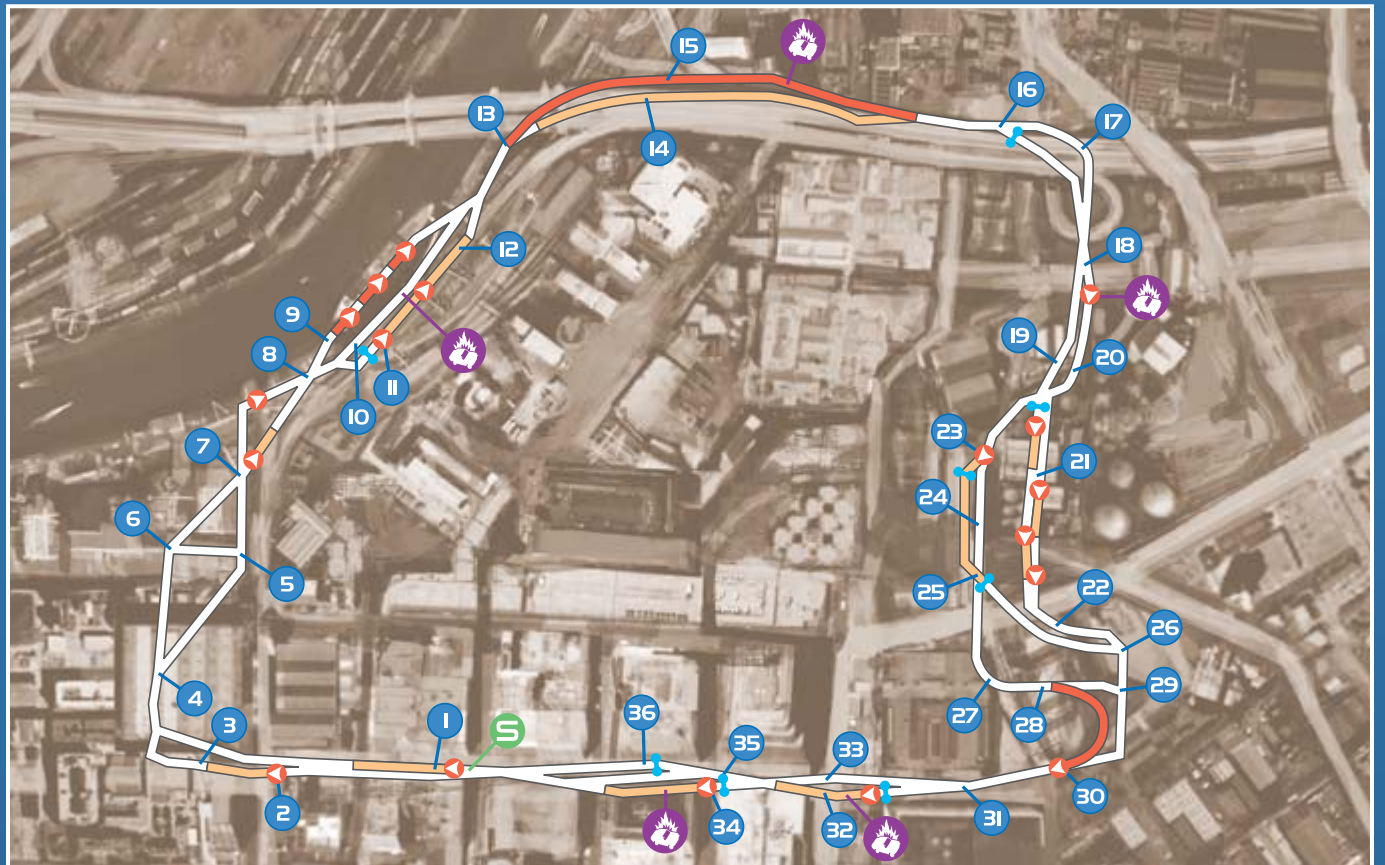


The final turn is a **90-degree left-hander**. Watch for oncoming traffic moving through the yellow arrow markers as you swerve; try to cut inside on the left. Then accelerate down the alley, making sure you don't scrape the right wall (or you'll impact it), and cross the junction to complete a lap.

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- 04 TRACKS
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- Motor City
- Sunshine Keys
- Angel Valley
- Lone Peak
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- 07
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MOTOR CITY

MOTOR CITY TRACK #3: LONG [FORWARD]



- I** WAYPOINT
- R** RAMP
- S** START
- C** COURSE ROUTE
- O** ROUTE (ABOVE GROUND LEVEL)
- B** ROUTE (BELOW GROUND LEVEL)
- E** SHORTCUT ENTRANCE
- T** SIGNATURE TAKEDOWN



OVERVIEW

The course begins in a long straight alley with numerous obstacles, raised ramp platforms, and intersecting road junctions. You have a choice of two paths to a 90-degree right corner as you leave the warehouse alleyway. One block north, a junction allows you to have two routes to a dockside straight, with a warehouse on the right. Afterward, you can quickly keep right to go up on a freeway overpass, or travel under it avoiding the overpass columns.

Back on the ground, a sharp right leads you through an industrial complex where the course splits into two distinct paths; the left being shorter and narrower than the right, which has a ramp to a scaffold section as well as a main thoroughfare underneath. Ignoring the shorter path allows you to enter a U-shaped underground area where you can save time, or you can stay above on the wider main arteries. Once you head west, you careen back into the original warehouse alleyway where two large ramps allow you to escape or drop onto enemies.

EVENTS

EVENT TYPE	RANK
BURNING LAP	—
ELIMINATOR	—
GRAND PRIX	4*, 7**
PREVIEW	—
RACE	4, 7
ROAD RAGE	10
TRAFFIC ATTACK	4

* A Grand Prix race where you begin your series of races at this course

** A Grand Prix race where your second race is at this course

WAYPOINTS OF INTEREST

WAYPOINT #1:
Low Ramp Rampage



You can smash the fence on the right side of the entrance, and once you're in this alleyway, a **low ramp** on the right allows you to drop onto enemies. A wreck and the ramp grant you a small amount of boost. On the left, the alley continues along the ground. Watch for the **columns** between the lower and upper routes.

WAYPOINT #2:
Three Routes



Once through the crossroads (weave between traffic!), the alley splits into three distinct areas. Swerve left and scrape below an overhang and onto a **low ramp**. Or, stay in the middle to continue **along the alley**. Steer right slightly for a **straight route** out of the alley. Once again, avoid the columns!

WAYPOINTS #3 and #4:
Alley Exit and Industrial Junction



Whichever route you previously took, the alley ends with two possible exits; left and right. **Steer right** to save time. This means you should have previously kept in the middle or to the right of the road at **Waypoint #2**. Brake sharply and turn early so you don't drift into oncoming traffic on the left.

One block north of the alley exit is this junction, which offers two distinct routes: straight ahead to **Waypoint #6**, or slightly right to **Waypoint #5**. Decide early so you don't ram the metal fencing in the middle! The right path usually has more traffic to avoid (or ram competitors into).



WAYPOINT #5:
Traffic Jamming



Head to **Waypoint #5** if you steered right at **Waypoint #4's** junction. Here you have a straight shot to **Waypoint #7** and the beginning of the docks. Getting to **Waypoint #5** is tricky initially, as there's always a large truck or bus to be aware of. Stay in the middle or right so you aren't hit by oncoming traffic. Then boost to **Waypoint #7**.

WAYPOINT #6:
Warehouse Party



There's less traffic along this northern straight, and once you reach **Waypoint #6**, immediately bear right slightly, smashing through the mesh fence and into a **warehouse**. Ignore the road to your right as you enter. Boost through the warehouse, as this lines you up with the mudbank ramp at **Waypoint #7**.

NOTE

A road runs east to west from Waypoints #6 to #5: Ignore it unless you wish to slow down and wait for enemy vehicles to set up a ramming takedown.

WAYPOINT #7:
Rough Ground



The roads join at this intersection, where you can line up to continue north along the right, drifting right toward **Waypoint #8** and keeping to the extreme left or right to avoid traffic. Or, you can head onto the **rough ground**, either via the ramp on the right or the rough road in the middle. Optionally you can boost out onto the road ahead.

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TRACKS

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WAYPOINT #8:
Entering the Docks



You can enter the docks from the rough ground or the road; either way, avoid the ever-present big rig trucks. Figure out which of the three paths through the docks you want to take, then position your car accordingly. Don't hit the sign pole as you enter!

TIP

- The left route (Waypoint #9), although bumpy, is usually safe until you reach the end; merge immediately right.
- The middle route (Waypoint #10) is full of traffic, big-rigs, and open containers to slam foes into, but watch out for your own safety!
- The right route (Waypoint #11) allows quick and relatively safe access through the high ground near the docks.

WAYPOINT #9:
Dock Route #1: Lose Your Lunch



Steer to the extreme left, and boost into and out of **three short dips**. You gain boost, and if you keep straight, you avoid all traffic and fly through the empty containers after each dip. As you fly out of each dip, you can optionally join **Dock Route #2**. After the final dip, swerve right to avoid a wall.

WAYPOINT #10:
Dock Route #2: Keep Your Nerve



Stay in the middle, weave precisely between three large cranes, and don't blink or you'll hit the back of a big rig! This is the most dangerous route, but it allows you to end your enemy's race plans, and this can result in a **Signature Takedown** at any of the crates. You can weave to **Route #1** too.

WAYPOINT #11:
Dock Route #3: Up on the Roof



Steer to the right, making sure you pass into the covered area, and you can remain at speed, safely away from most foes. The second ramp (on the right wall) allows you to head up on the roof, or you can ignore it and stay on the **warehouse's upper interior**.

WAYPOINT #12:
Dock Route #3 Exit



You can keep tight against the right wall, swerving left as you exit at **Waypoint #12**, or at any time you can swing left into the middle of the docks. Watch the support struts on the way out! Your height advantage allows **Vertical Takedowns** from here, too.

WAYPOINT #13:
Freeway Calling



Once you clear the dockside area, make a long right turn. The severity of the turn depends on which route you want to take. A lengthy shallow bend leads under the freeway (and **Waypoint #15**), while a sharper turn allows you onto the on-ramp and the freeway itself. Make up your mind and turn early so you don't hit the crash barrier in the middle!

WAYPOINT #14:
Freeway East



Take the sharper turn and you'll zip up an on-ramp (a great place to slam into foes), and onto the freeway. All vehicles are moving in your direction, so create crash opportunities for enemies, or else **hug the right wall** until you spot the off-ramp one block later. Merge left, back on the main road.

WAYPOINT #15:
Under Freeway East



Around a dozen columns support the freeway above, and it's your job to avoid them (and slam enemies into them for a **Signature Takedown!**). Stay **on the right** to save time, dodge or ram the junk scattered about, and attempt to weave around from right to left only if you can predict upcoming columns. Merge back on the main road.

WAYPOINT #16:
Warehouse Thoroughfare



Stay right along the wide main road until you reach this waypoint, as you can optionally swerve right into a **long dark warehouse** and save some time. As you emerge from this shortcut, drift right early so you don't end up on the left side of the south road and in the path of oncoming traffic.

WAYPOINT #17:
Outside Corner



If you miss the warehouse thoroughfare (**Waypoint #16**), stay on the main road and make a severe right turn, ideally staying right and cutting the inside corner as you swerve. Once on the southern road, **pick a side** and stay on it; either zip between oncoming traffic, or stay on the right side with the traffic going in your direction.

WAYPOINT #18:
Up Past the Pipe



Pass two traffic islands in the middle of this road (don't hit them!). Halfway along the road heading south, on the left side, is a ramp. This is excellent for landing on enemies, bashing foes for a **Signature Takedown**, and causing a nuisance, but take the **ramp** at full (or low) speed so you soar over (or under) the pipe stretching left to right.

WAYPOINT #19:
Under the Pipes



If you stay on the right side of the road, and ideally ignore the ramp near **Waypoint #18**, you can steer to the right, off the road and through scattered debris, then under some **low-hanging pipes**. Scrape the right wall to line yourself up with the shortcut (**Waypoint #21**) if you wish.

WAYPOINT #20:
Staying on the Road



If you ignore the shortcut under the pipes (**Waypoint #19**), simply make a slight right turn, hugging the road's right side, and head southwest toward the scaffold jump (**Waypoint #23**). Cut inside and to the left if you want to ignore the scaffold ramp, or scrape along the right wall to line up with it.

WAYPOINT #21 and #22:
Industrial Shortcuts Part One and Two



This offers a quick route to **Waypoint #26** and a narrow alleyway curving to the left to take on enemies. As you enter, there's a ramp to the right, then alternating raised areas on the left, right, and left as you reach the corner. Try Vertical Takedowns here.

As you reach the corner, make a reasonably sharp left as a second road joins. This is a stretch of track from **Waypoint #25**. You can choose either side of this tunnel, but be very careful of the nine **concrete columns** (especially those in the middle of the road).



WAYPOINT #23 and #24:
Scaffold Ramp and the Road Below



As you head across from **Waypoint #19** or **#20**, ignore the narrow entrance to the south, and keep to the right. Look for the vent of steam, stay to the right of it, scrape along the right wall, and boost up a **long ramp**, onto a second-floor scaffold along a building, to the right of the road.

If you don't have the speed (or nerve) to attempt the scaffold jump, simply stay below, either directly below the scaffold in a **narrow sidewalk**, or on the **main road** itself. It takes precise driving to enter this narrow area to the right.



TIP

Although it varies depending on the vehicle you're driving, take the scaffold jump (and the previous ramp near the pipes) at 155 mph or greater to avoid a spectacular (but ill-timed) crash. Otherwise your vehicle is too slow to surmount the obstacles to reach your target.

WAYPOINT #25:
Second Shortcut Entrance



There's half a block between the scaffold jump exit (drop down and try a Vertical Takedown), and the **shortcut entrance on the left**. This entrance is optional; either stay on the main road (ideally on the right with the traffic flow), or drift left, cutting across the dirt and into a bending tunnel leading to **Waypoint #22**.

WAYPOINT #26:
Industrial Shortcut Exit



If you took either of the two roads through the industrial shortcut (from **Waypoint #21** or **#25**), you'll eventually emerge at this wide road. Drift right, staying right to avoid oncoming traffic. Then watch for incoming traffic as you reach **Waypoint #30**. Note that the road is blocked on your right as you reach the cross junction.

WAYPOINT #27:
Main Road Left Corner



If you stick to the main road (which is wider and easier to navigate than the industrial shortcut), your next turn is a **90-degree left-hander**. Swerve left as you reach the corner; judge the drift so your car slides near the fence on the left sidewalk and the steaming vent in the middle of the road.

WAYPOINT #28:
Into the Underground U-turn



You can follow the road for a block to **Waypoint #29**, or keep to the middle and drop quickly down into a **narrow U-turn**. You can take this thrilling shortcut at speed, but don't become bogged down ramming the parked vehicles here. Boost and slide around, all the way to the exit (**Waypoint #30**).

WAYPOINT #29:
Main Road Right Corner



If you're playing it safe, swerve to the side of the underground entrance (watch for incoming cars on your left), and take the next turn as close to the right interior corner as possible. Keep your speed up and continue the slide all the way around until you spot the underground exit (**Waypoint #30**).

WAYPOINT #30:
Out of the Underground



If you took the underground U-turn from **Waypoint #28**, it emerges here. Boost as you exit, and quickly choose an entrance to the warehouse alley ahead. If you're already on the surface street, either stay to one side or **launch over the underground exit** via a ramp to gain extra Boost points or avoid enemies.

WAYPOINT #31:
Alleyway Entrance and Left Side Rampage #1



The home straight is simply a long warehouse alley heading west. At the next road junction, speed into the alleyway, either along the left wall to the left of the pillars, or through the breakable fence on the right. The right side has more room to maneuver. There are **10 pillars to avoid** (or slam foes into).

One block farther west, just to the east of **Waypoint #32**, the alley separates into two distinct areas. Swerve to avoid the large concrete column, and move left to head up the large ramp. This allows you to boost clear over the traffic at the next intersection, and attempt a spectacular **Signature Takedown!**



WAYPOINT #33:
Alleyway Road



If you miss or ignore the ramp on the left, swerve to the right of the column (or left, then to the right of the ramp) and instead boost out along the alleyway road itself. Smash the breakable fence, then look out for cross traffic, as that can seriously impede your progress. If you stay in the narrow area between the ramp and main alley, you can boost over the vehicles at the intersection.

WAYPOINT #34:
Left Side Rampage #2



Access the **second ramp** immediately after the junction. Either remain on the left, or swerve left at the junction if you're not lined up. Boost up the ramp; after a small platform, you can take out some enemies for a **Signature Takedown**, then drop down to the alley at the scaffolding area (**Waypoint #36**). Avoid the scaffold columns, and try another Vertical Takedown!

WAYPOINT #35:
Alley Roads



If you're uninterested in the ramp (**Waypoint #34**), stay in the middle and boost along the alley floor. Or, at the junction, remain on the right and enter a long tunnel-like garage that's separate from the main road. It merges back onto the main alley after **Waypoint #36**.

WAYPOINT #36:
The Scaffold and Lap End



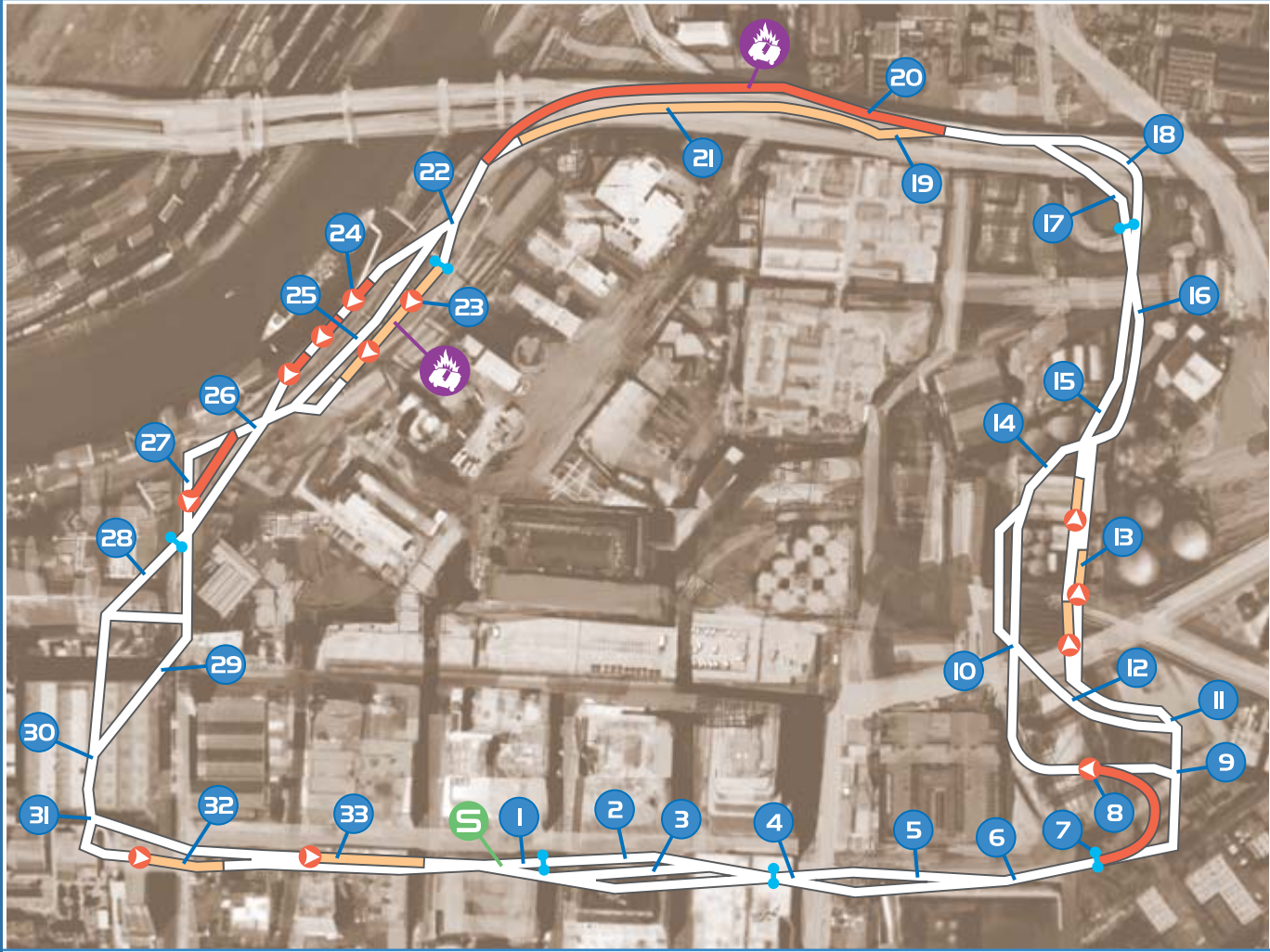
Completing a lap allows you to merge from the main alleyway, the left ramp, or the right tunnel-like garage. Swerve left if you're exiting the garage to avoid scraping against a wall ahead. Avoid the **scaffold columns** and boost forward and across to the junction to complete a lap.





MOTOR CITY

MOTOR CITY TRACK #4: LONG [REVERSE]



1 WAYPOINT
 🔻 RAMP
 🏁 START
 — COURSE ROUTE
 — ROUTE (ABOVE GROUND LEVEL)
 — ROUTE (BELOW GROUND LEVEL)
 👤 SHORTCUT ENTRANCE
 🔥 SIGNATURE TAKEDOWN

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OVERVIEW

Beginning halfway along an alley, the route instantly splits between a garage-like tunnel and the main alley under scaffolding. After two road intersections, the alley merges into a wide road, which you can circumvent via a U-shaped underground shortcut that leads to a right corner and a long road north. If you miss the U-turn, follow the main road around, either to the U-turn exit or to an industrial shortcut—a left turn leading to two narrow corridor paths, one merging at a scaffold-clad building, while the other merges at a number of horizontal pipes.

After a short northward stretch, the road turns west, leading to a freeway (which you can enter or drive under). This immediately leads to a dockside area with three possible routes. Once at the southern dockside exit, two paths are available: through a warehouse or the open road. These merge near two sharp left corners, either of which takes you to the alley. Two blocks and a couple of low ramps later, your lap is over.

EVENTS

EVENT TYPE	RANK
BURNING LAP	—
ELIMINATOR	—
GRAND PRIX	8***
PREVIEW	8
RACE	—
ROAD RAGE	4
TRAFFIC ATTACK	—

*** A Grand Prix race where your third race is at this course

WAYPOINTS OF INTEREST

WAYPOINT #1:
Scaffold and Garage



Just after you start from the road junction (navigate it to avoid cross traffic on subsequent laps), accelerate into a widening alley. Coming up are two choices: a shortcut through a long **garage-like tunnel** on the left, or the main alleyway through a series of **scaffold columns** on the right.

WAYPOINT #2:
Tunnel of Concrete and Glass



The shortcut (which is accessible if you quickly turn left after you start) takes you through a long tunnel with a glass wall on your right. You cannot smash through this, so stay focused on the road ahead, and watch for foes through the glass. As you emerge from the tunnel, slam them. If no enemies are around, just **speed to the next junction** where the routes merge.

WAYPOINT #3:
Beware the Scaffold



Pick the scaffold route, and simply maneuver to one side of the scaffold columns, but be sure you swing left after the scaffold, as there's a large jutting wall on the right (this is a huge ramp exit accessed when you're driving the Forward course). Once through, you can merge at the glass tunnel exit, or remain straight and **head into a dip**, boosting out to the intersection.

WAYPOINT #4:
Ditch or Dodge



The blue lights of a shortcut beckon you across the next intersection. As usual, **watch for cross-traffic**, then take either the shortcut or the alley immediately left of it. The shortcut takes you into a dip that you can boost out from as both routes merge.

WAYPOINT #5:
Alley End



The final part of this alley allows you to quickly choose a route on either side of six columns. The **left side** allows you an easier and wider racing line for the turn to come. Use the columns to waylay your foes, but don't weave between them unless you have a deathwish!

WAYPOINT #6:
Motor City Madness



At the end of the alley, you have to navigate a crossroads, so watch for traffic heading in from either direction. Immediately look ahead at the wide city street and **pick a side**. Left gives you boost, but you must dodge oncoming traffic. Right allows you to go with the flow. The middle...

WAYPOINTS #7 and #8:
Underground U-turn



...leads quickly to a ramp down into a **narrow U-turn**. You can take this thrilling shortcut at speed, but don't become bogged down ramming the parked vehicles here. Boost and slide around, all the way to the exit (**Waypoint #8**).



Boost as you exit and quickly prepare for a sharp right turn almost immediately; take it on the inside right corner and boost northward to **Waypoint #10**. If you're already on the surface street, either stay to one side (watch for cars on the left) or **launch over the underground exit** via a ramp to gain extra boost or avoid enemies.

TIP

The underground U-turn is by far the fastest route through this part of town.

WAYPOINT #9:
Congested Junction



If you miss the underground U-turn, your path around the course is more laborious. Make a sharp left, ideally cutting into the inside left, then dodge oncoming traffic on the left as you head north for a block. Here you can drift left toward **Waypoint #8** or boost onward (to **Waypoint #11**).

WAYPOINT #10:
Under Construction



If you're heading here from either **Waypoint #8** or **#12**, you can boost up this road in seconds. Choose to either stay on the road (watch the oncoming cars to your left!) or enter the scaffolded area on the extreme left. You can strike the entrance railing without crashing; in fact, it guides you to this narrow corridor. As you exit, **avoid the refuse container** by drifting right.

WAYPOINT #11:
Industrial Shortcut Entrance



If you stayed on the outside track without going underground, you can reach here and screech left into a covered corridor that splits into two. Choose the corridor you want to traverse before cornering, as there's little time once you enter this narrow area. **Beware the concrete posts** in the middle!

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The concrete posts at the entrance to the industrial shortcut are difficult to avoid in a panic, so keep to the extreme left or right as you corner, without slowing down. You can scrape against the posts along the right wall without crashing.

WAYPOINT #12:
Shortcut Exit #1



If you're heading along the left corridor in the industrial shortcut, drift right onto the main road heading north and merge at **Waypoint #10**. The only reason for heading this way is when you're ambushing or attacking an enemy. The columns on the right are difficult to pass between.

WAYPOINT #13:
Shortcut Exit #2



If you remained on the right side of the industrial shortcut from **Waypoint #11**, drift around to the right and spend the next 100 yards maneuvering through low ramps on the left and right, dropping down for Vertical Takedowns before lining up a straight shot through the low pipes (**Waypoint #15**).

WAYPOINT #14:
Round the Bend



The area between the construction building and the industrial road heading north is a tricky one, as there's more **oncoming traffic** to worry about, especially as you drift right. Stay right and drift left into an enemy, sending him into a head-on collision. Quickly line up for the pipes to come.

WAYPOINT #15:
Under or Around the Pipes



Stay left and boost **under the horizontal pipes** here. There's no need to take the main road, as this elongates your lap. Instead, cut in on the left side of the road, look for a vent of steam, and stay to the left of that. This way you'll avoid the oncoming traffic.

WAYPOINT #16:
Left or Right and Tight?



Heading up the northward straight road can be problematic if you're bustling for position. **Be aware of the two central barriers** adorned with red lights; they're perfect for wrapping an enemy around! The right side is tight as you must avoid the end of the southward ramp. Keep to the extreme left or weave to avoid oncoming traffic.

WAYPOINTS #17 and #18:
Warehouse Blast and Outer Corner



As soon as you pass the second central barrier from **Waypoint #16**, head to the middle of the road, and a split-second later begin a drift left, into the entrance of the shortcut warehouse. Be early on this or you'll embarrass yourself. Boost out to the westward route and accelerate.

The other option is to drift left around the outer corner. This is usually a problem as it's very difficult to weave between the oncoming traffic; try staying to the left and **hugging the inside left corner** as you turn.



WAYPOINT #19:
On-ramp Action



With a choice of two routes on the westbound road, ignore your initial fears about heading onto a freeway full of oncoming traffic, because crashing is easy to avoid. Boost onto the on-ramp and **remain to the left**. There's almost always a single vehicle coming toward you; try slamming a foe into it!

WAYPOINT #20:
Underpass Action



If you ignore the freeway, a slightly longer route takes you under it, in a long left turn peppered with 12 columns. Stay on the **upper bank on the left side** so you aren't constantly weaving to and fro, and if possible, slam a foe into one of the columns for a spectacular **Signature Takedown**.

WAYPOINT #21:
Incoming!



Back on the freeway, **stay to the left**. Not only will all the incoming traffic pass to the right of you, but this is the fastest way across and allows you to easily exit down the off-ramp. The only problem is straying into traffic, usually after an enemy shunt. If this occurs, maneuver to the extreme left, then let the yellow route arrows guide you off.

WAYPOINT #22:
Dockside Decisions



You can enter the docks from the off-ramp or the underpass; either way, avoid the ever-present big rigs. Figure out which of the three paths through the docks you want to take, then position your car accordingly. Be ever-vigilant as all traffic is oncoming!

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TIP

- The left route (Waypoint #23) allows quick and relatively safe access through the high ground near the docks.
- The middle route (Waypoint #25) is full of traffic, big rigs, and open containers to slam foes into, but watch out for your own safety!
- The right route (Waypoint #24), although bumpy, is usually safe and allows you to easily merge at the exit (Waypoint #26).

WAYPOINT #23:
Dock Route #1: Rooftop Drop



Steer to the left, making sure you pass into the covered area, and you can remain at speed, safely away from most foes. The ramp (on the left wall) allows you to head up on the roof, or you can ignore it and stay on the warehouse's upper interior.

WAYPOINT #24:
Dock Route #2: Buck Your Ideas Up



Steer to the extreme right and boost into and out of **three short bucking dips**. You gain boost, and if you keep straight, you avoid all traffic and fly through the empty containers after each dip. As you fly out of each dip, you can optionally join **Dock Route #3**. After the final dip, merge onto the main road and exit.

WAYPOINT #25:
Dock Route #3: Big Rig Risk



Stay in the middle, weave precisely between three large cranes, and don't blink or you'll hit the front of a big rig! This is the most dangerous route, but it allows you to end your enemy's race plans, and this can result in a **Signature Takedown** at any of the crates. You can weave to **Route #2** also.

WAYPOINT #26:
Rough and Tumble



As soon as you're out of the dockside run, drift left along a patch of rough ground. Don't scrape along the left wall or you'll hit an obstacle. This route allows a straight shot through the warehouse (**Waypoint #27**), or a quick left turn onto the road.

WAYPOINT #27:
Southward Bound



The other way to continue from the dock exit (**Waypoint #26**) is to remain on the road, make a short left corner (ideally cut inside the left turn and avoid oncoming traffic), and boost onto the main road heading south. Quickly choose to head right into the warehouse or boost onward.

WAYPOINT #28:
Rocket Through the Warehouse



A faster method of maneuvering through this southern area is via the open warehouse. Smash the fence, slam into the refuse, and straighten up as you exit at speed by **drifting left slightly**. Beware of the incoming traffic; predict and avoid it.

WAYPOINT #29:
Southern Inhospitality

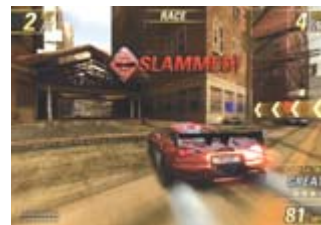


If you ignore the direct warehouse approach, speed down the road, ignoring the first turn on the right, and follow the slight bend to the right as the routes merge. Avoid incoming vehicles or slam opponents into them.

NOTE

Halfway along the southern road, or just after you exit the warehouse, a road links both roads. Ignore this as it elongates your lap considerably.

WAYPOINTS #30 and #31:
A Hostile Merger and Two Corners



Whichever route you took, both roads merge here, and there's usually a big rig or other large vehicle to avoid on the street's left side. This is also the place to expect a number of enemies jostling for position as the two corners rapidly approach.

When you reach the corners, it's best to **take the first (and shorter) corner**, but only if enemies aren't preventing you from cutting in on the left-inside corner and boosting into the alley. Choose early, and start your drift in time to avoid hitting the wall between both corners.

TIP

If you're consistently having trouble entering this first corner, try staying on the right side of the road, and take the corner a little wider so you don't catch the railing on the left and the wall and metal posts on the right.

WAYPOINT #32:
Into the Alley



No matter how you entered this alley, the first block sees both routes merging into a tiny dirt road with a low ramp if you steer sharply to the right wall as you enter the second corner at **Waypoint #31**; another great place for a **Vertical Takedown**. Otherwise, the columns in the middle of the road are prime obstacles to slow down foes.

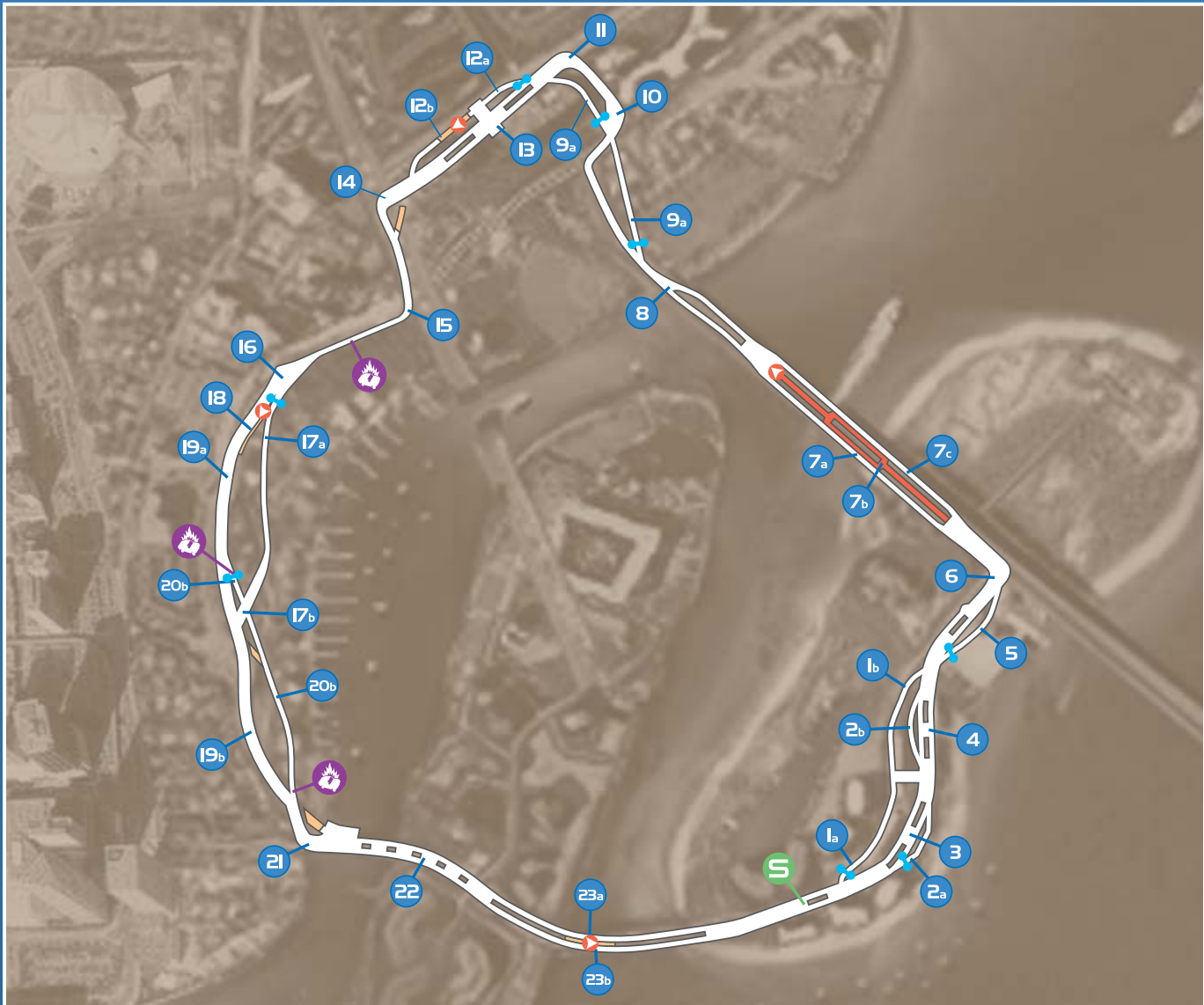
WAYPOINT #33:
Low Ramp Lowdown and Lap End



Speed past the first intersection, making sure you look ahead and veer around cross traffic before boosting into the continuation of the alley. Either scrape along the left wall and onto a **low ramp** (which gives you some safety and Vertical Takedown opportunities), or stay on the dirt. Line yourself up for the intersection to come and **complete the lap**.

SUNSHINE KEYS

SUNSHINE KEYS TRACK #1: [FORWARD]



1 WAYPOINT
 RAMP
 S START
 COURSE ROUTE
 ROUTE (ABOVE GROUND LEVEL)
 ROUTE (BELOW GROUND LEVEL)
 SHORTCUT ENTRANCE
 SIGNATURE TAKEDOWN

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OVERVIEW

You begin on the main Sunshine Keys road heading east, and after you choose and negotiate three different shortcuts, a wide left turn leads to a suspension bridge. Choose one of three paths across, then boost up either the main road north until you reach the right corner (allowing you to turn left, then left again onto a freeway) or a shortcut just before the right corner, which leads through a construction site and onto the freeway.

There's the freeway or a hotel shortcut that misses most of the traffic, before the roads merge and you take a large left corner. The road quickly turns right, goes through a scaffold-clad boat building, then splits into two separate paths at a galleon. These roads cross and merge until you reach a left freeway turn, leading quickly to a tunnel and an exposed freeway, allowing you to choose the direction of traffic you wish to drive through, before a lap is completed.

EVENTS

EVENT TYPE	RANK
BURNING LAP	1
ELIMINATOR	7, 10
GRAND PRIX	1**, 5***, 7***
PREVIEW	—
RACE	—
ROAD RAGE	—
TRAFFIC ATTACK	1, 10

** A Grand Prix race where your second race is at this course

*** A Grand Prix race where your third race is at this course

WAYPOINTS OF INTEREST

WAYPOINTS #1A and #1B:
Course Start to Alley Oops



Once you've maneuvered around the middle planter, you can quickly slide left, down the alleyway lit by blue lights. **Boost through the gates** and all the scenery (nothing stops you) until you reach the intersection. You can merge back on the main road here, but only if you wish to lose significant time (or need to get back on the main road).

Instead, batter another gate and **blast down the continuation of the alley**, which snakes all the way to an exit by the bowling alley. This is a great way to quickly gain a great lap time, but watch out for oncoming traffic as you merge.

WAYPOINTS #2A and #2B:
Curved Shortcut to Bowling Alley



If you stay on the road, you'll soon spot a shortcut on your right. This curved area isn't really a shortcut because it takes longer to traverse than the main road, but it's a great place to head **if you're being jostled**. Watch for cars as you exit back onto the main road.

This leads to an unmarked area on the left side of the street; look for the **pavement and tables**. This slightly safer route (adjacent to the main road) runs along the wall of a bowling alley. Then merge back onto the main road, just to the right of the **Waypoint #1b** exit.

WAYPOINT #3:
Bayfront Road



Staying on the main road means you can vary which side you're traveling and battle adversaries. When you reach the next intersection, you have easy access to three possible routes (**#2a**, **#2b**, or **#5**). Just watch out for the traffic islands in the middle of the road.

WAYPOINT #4:
Main Road



If you ignored all the side road opportunities, the road curves around in a very long right turn. The first part, just after the bowling alley, lasts a block. As always, watch the traffic and enemies coming in from the left. Here you can access the final shortcut on your right (**#5**) or proceed onward.

WAYPOINT #5:
Beachfront Boosting



If you head along the right side of the main road, you'll eventually spot this final shortcut. Enter the beachfront shortcut, which provides **quick access** (without cars to dodge) to the main corner and bridge route. The scenery is easily destroyed, but watch out for oncoming traffic as you exit!

WAYPOINT #6:
Caution: Wide Turns



The road widens out considerably after the beachfront roads, allowing haphazard driving at high speed as you drift around this left corner. As you swerve left (ideally cutting in on the left corner), you approach a giant suspension bridge. As you come out of the corner, **position your vehicle** in one of three places (left, middle, or right) depending on which span you're crossing.

WAYPOINTS #7A, #7B, and #7C:
Playing Bridge



Span one is via the **oncoming traffic lane**. In more difficult Events, this is an exercise in precise and brave driving, but you won't be battling enemies. Stay to the left or right hard shoulders or drive straight through the middle!

Span two is **below and between** the other two spans. Choose the middle of the road and boost through a gate to an empty road, making sure you steer to one side of the main bridge support in the middle. There are no Boost points to gain, but no obstacles either.

Span three is via the **same-way traffic** on the right side. Near-miss boosting is available and many enemy cars are likely on this side, so expect to hit a few vehicles during later Event races. There are good chances for enemy takedowns here.

WAYPOINT #8:
Main Road North



After the bridge, accelerate as quickly as possible; you can **quickly catch up to an enemy** here. The road continues on either side of a long traffic island. The quickest route is to steer into oncoming traffic, but stay on the extreme right, next to the island, and line yourself up for the corner or shortcut as soon as possible.

WAYPOINTS #9A and #9B:
Under Construction



As you reach higher-rise housing, look for a shortcut on the right, just after the traffic island, and **speed along this alley**. Smash the fences and zoom out onto the continuation of the main route. There are bound to be obstacles on the road you're crossing: enemies zooming in from the left (aim for their rear wheel) and cross traffic (slow down a touch and weave around them).

Follow the dirt under a building partially under construction. Drift left onto the freeway heading west, but beware of cars incoming from the left and enemies catching up to you on the right. This exit is a perfect straight shot to the freeway shortcut (**Waypoint #12a**).

WAYPOINT #10:
Main Road Construction Corner



At the northern end of the main road, make a sharp right around the railing, then use the dirt ground and keep to the left. Hug the inside left corner as you head for **Waypoint #11**. Though it's obviously a longer route, the advantage of this course is that you aren't boosting directly at the side of traffic (which is more difficult to avoid).

WAYPOINT #11:
Wide Left Turn



If you ignore the route under the construction site (**Waypoint #9b**), simply take the wide left turn and position yourself for a long freeway section to come. Choose to enter through the hotel forecourt (**#12a**) or face oncoming or same-way traffic.

WAYPOINTS #12A and #12B:
Hotel Rampage Parts One and Two



From either the construction exit or the wide left turn, boost across the road through the walls of a **narrow hotel forecourt**. This allows you to bypass all the freeway traffic and is a little faster than taking the right side freeway road. Boost across the road to the second part of the shortcut.

Move into another hotel forecourt, boost over a bump, and drift out and to the left. At the exit, quickly swerve left and merge into oncoming traffic; make sure you're quick at dodging! The exit of **Waypoint #12b** also lines you up with the main corner at the end of this city freeway section.

NOTE

All of the routes in the hotel area can be entered from the freeway instead and you don't have to drive through all parts of a shortcut. Mix and match to suit your driving needs.

WAYPOINT #13:
Oncoming or Same-way Freeway



You have three city blocks of freeway to negotiate. One option is to merge into oncoming traffic. You'll have boost and takedown potential here, but you must be **quick to dodge incoming vehicles**. Head to the middle of the road to get a **good angle on the left turn** after the second long traffic island. Staying on the right side of the road keeps you somewhat safe; watch for foes slamming you into a corner at the first intersection.

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WAYPOINT #14:
Freeway Left Turn



You must **dodge oncoming traffic**, so drift as close to the inside left part of the corner as you can and boost onward to the next corner. Slow down if you're having difficulty drifting around here without hitting other vehicles.

WAYPOINT #15:
Right into the Boat Scaffolding



Paths merge after you speed through this section of scaffolding. This narrow area is great to ambush an enemy, but be sure you can dodge slams from adversaries yourself. Before you reach the end of the scaffolding, **choose your path** to come. A **Signature Takedown** is available as you zoom past the boats.

WAYPOINT #16:
Waterfront or Roadside?



The **choice is yours**: as you emerge from scaffolding, drift either left or right onto the shortcut or main route. Don't move over the corner of the grass verge directly in front of you though; it has a jutting angle that causes your car to crash.

WAYPOINTS #17A and #17B:
The Galleon to Boatyard Boosting



The left side shortcut continues into a boatyard (you can smash through the doors), which is a prime place to duel with an adversary. The roads merge after a speeding jaunt through a wooden deck. Here you can merge onto the main road (**Waypoint #19b**), or stay by the water and head into the marina path (**Waypoint #20b**). This route shaves seconds off your lap time, avoids the traffic on the main road, and is wide enough to prevent your car from being boxed in when challenged by an enemy.

WAYPOINT #18:
Lights, Ramps, Action!



If you're heading south from **Waypoint #16**, you'll soon spot a forecourt on your left. Aim for a wooden ramp leading up to a deck with fairy lights hanging. This offers boost and takedown opportunities as you rejoin the main road via the opposite ramp, and a forecourt where tables can be smashed.

WAYPOINTS #19A and #19B:
Main Road South



If you want a wide road to boost up, and the prospect of traffic in later Events, then remain on the main road after the grass verge and galleon (**Waypoint #16**). Weave along either side of the road as no middle barriers stop you. Halfway up this road is an entrance to a second shortcut (**Waypoint #20a**) and the exit of the first (**Waypoint #17b**).

Continue farther down the road, which allows excellent boosting (if there's a lot of traffic, stay along the left wall). As you pass the last side road on your right (which is cordoned off), **prepare for a wide turn** onto the last freeway road, as well as enemies coming in from the waterfront exit on your left.

WAYPOINTS #20A and #20B:
On and Off the Waterfront



As you speed down the main road, be on the lookout for a shortcut entrance on the left, flanked by two lights. Pass under the giant swordfish and sign reading "Waterfront Marina" and begin to boost along this road. Beware of enemies coming in from the boat house shortcut on your left.

Once you're by the water on your left, the remainder of the "Waterfront Marina" road joins the main road at **Waypoint #21**. Watch for incoming traffic from the right.



The sign at either end of this waterfront route is the sweet spot to ram an enemy into; you'll receive a Signature Takedown for your trouble!



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WAYPOINT #21:
Freeway on Your Left



At the end of the main road or waterfront route, take the wide left turn onto the freeway. Try drifting as close to the left wall with the **palm tree planters** as you can to save time. Once on the freeway, note that oncoming traffic is on your left!

WAYPOINT #22:
Tunnel Takedowns



You immediately enter a tunnel, which continues from the freeway and has two distinct sides: the left with oncoming traffic, and the right with same-way vehicles. Avoid or slam opponents into the five central columns. A **good racing line** to take is around the right side of the final columns, then merge left as you exit the tunnel.

WAYPOINTS #23A and #23B:
Freeway 41: Oncoming and Same-way, Then Complete Lap

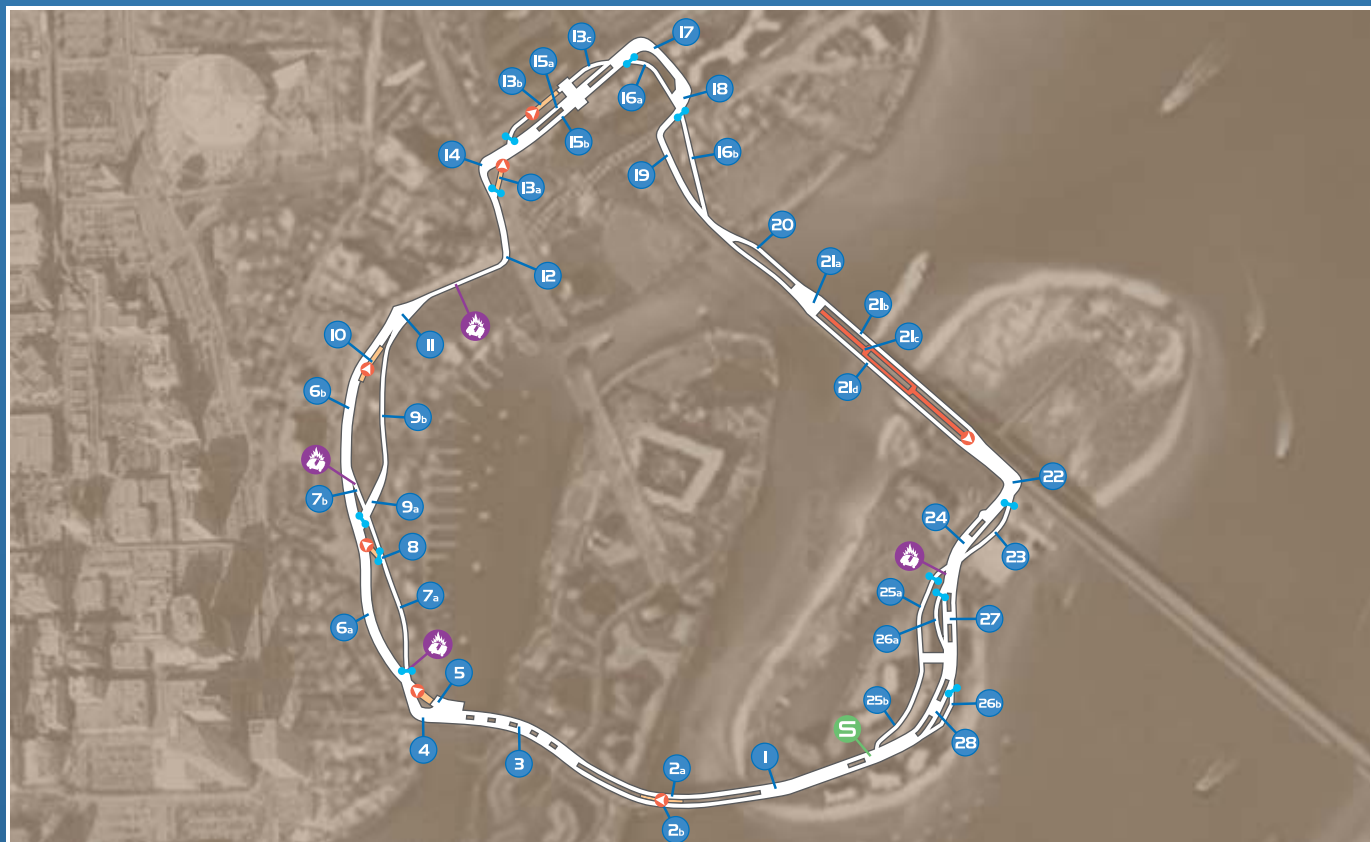


Choosing the right side of the freeway, where the traffic flows with you, doesn't allow "oncoming" boosting opportunities and it takes longer to reach the completion of the lap too. However, you can gain Boost points by near-missing. Watch for a section in the middle allowing enemies to drop (or slam a foe) down onto you.

The left side of the freeway is **preferable** as it reaches your starting position faster. Remember that you can drop down from the right opening halfway along and stay on the left or right sides to avoid traffic. As you exit, line yourself up for the middle of the road, smash through scenery, and complete the lap.

SUNSHINE KEYS

SUNSHINE KEYS TRACK #2: [REVERSE]



- 1 WAYPOINT
- RAMP
- S START
- COURSE ROUTE
- ROUTE (ABOVE GROUND LEVEL)
- ROUTE (BELOW GROUND LEVEL)
- SHORTCUT ENTRANCE
- SIGNATURE TAKEDOWN

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OVERVIEW

You start on a wide road with instant freeway access, allowing you to choose which direction of traffic you wish to drive through. This ends at a tunnel and a right turn into one of two parallel paths; a main road and a waterfront side alley. These cross and meet at two places until they merge at a corridor of scaffolding. After a left corner, the path merges into a large city road where once again you have a choice of traffic to drive into.

However, to avoid the traffic, take a hotel shortcut that leads to a path through a construction site and an alley. On the main road after a right, left, and right turn is a southbound road heading to a suspension bridge. Choose one of three paths across, drift right at the final major turn, then weave through one of three different routes toward the lap's completion.

EVENTS

EVENT TYPE	RANK
BURNING LAP	—
ELIMINATOR	—
GRAND PRIX	—
PREVIEW	5
RACE	1, 7, 10
ROAD RAGE	7
TRAFFIC ATTACK	—

WAYPOINTS OF INTEREST

WAYPOINT #1:
Way to the Freeway



Although it's jammed with traffic in later Events, the start of Sunshine Keys has you jostling for freeway position. It's a great place to gather Boost points by swerving into enemies or daring oncoming traffic. Use the center area and blast through scenery to avoid all traffic. Then **choose a freeway side early!**

WAYPOINTS #2A and #2B:
Freeway 41: Oncoming and Same Way



Although choosing the right side of the freeway, where the traffic flows with you, doesn't allow "oncoming" boosting opportunities, it is actually a quicker route to **Waypoint #3**. Achieve similar boosts by near-missing and watch for a section in the middle allowing you to drop (or slam a foe) into oncoming traffic.

The left side of the freeway is less preferable because it takes slightly longer to reach **Waypoint #3**. Watch for enemies dropping down from above and right, and stay on the left or right sides to avoid traffic. As you exit, line yourself up for a freeway tunnel.

WAYPOINT #3:
Tunnel Takedowns



The tunnel continues from the freeway and has two distinct sides: the left with oncoming traffic, and the right with same-way vehicles. Avoid or slam opponents into the five central columns. A **good racing line** is around the right side of the initial columns; merge left.

WAYPOINT #4:
Entrance on Your Right



Once you've negotiated the tunnel, you have a second to choose one of two ways to continue around the course. If you're on the left side of the road, or miss the entrance to **Waypoint #5**, your best bet is simply taking the wide left turn. Drift close to the left wall with the palm tree planters to save time.

WAYPOINT #5:
Shack Attack



If you're quicker to react, you can remain on the extreme right side of the road exiting the tunnel, then pass a wooden shack and accelerate between the palm tree planter and into a boat house with a ramp on the end. Launch at high speed to land on the main road (**Waypoint #6a**). Turn right as you launch at lower speeds to enter the shortcut (**Waypoint #7a**).

WAYPOINTS #6A and #6B:
Main Road North



If you want a wide road to boost up, with the prospect of traffic in later Events, then remain on the main road after the corner (**Waypoint #4**). Weave along either side of the road—no middle barriers stop you. Halfway up this road is an entrance to a second shortcut (**Waypoint #9a**), and the exit of the first (**Waypoint #7b**). Also watch for foes boosting from the narrow launch (**Waypoint #8**).

Continue farther up the road, which allows excellent boosting (if there's a lot of traffic, stay along the left wall). As you pass the last side road on your left (which is cordoned off), you can maneuver up a ramp and onto a deck (**Waypoint #10**), or simply merge at the galleon ship. As soon as the right wall stops, drive onto the grass and aim for the scaffold ahead.

WAYPOINTS #7A and #7B:

On the Waterfront to Off the Waterfront



As you enter the main road from either **Waypoint #4** or **#5**, watch for a shortcut entrance on the right, flanked by two lights. Pass under the giant swordfish and sign reading “Waterfront Marina,” and begin to boost along this road.

The route is sealed on both sides until you reach **Waypoint #8**. If you ignore this ramp, the remainder of the “Waterfront Marina” road joins the main road at **Waypoint #7b**. Watch for incoming traffic from the left and remember that you can merge back on the main road or enter the second waterfront shortcut (**Waypoint #9a**). Watch for the low wall at the left end of this exit.



Slam an enemy into the sign at the end of this route for a Signature Takedown.

WAYPOINT #8:

Tight Ramp to Main Road



One easily overlooked shortcut appears on the left side of the waterfront shortcut (north of **Waypoint #7a**): a narrow wooden ramp. Learn its location and turn early or you’ll embarrass yourself and plow into a closed garage on the right. Launch onto the main road for excellent speed and Vertical Takedown opportunities!

WAYPOINTS #9A and #9B:

Boatyard Boosting to Galleon



This shortcut is available from the main road (providing you make a right turn) and the waterfront shortcut (as long as you keep right instead of exiting). It shaves seconds off your lap time, avoids the traffic on the main road, and is wide enough to prevent your car from being boxed in when challenged by an enemy.

The road continues into a boatyard (you can smash through the doors), which is another place to duel with an adversary. The roads merge as you pass a large galleon on your right. Don’t scrape along the right wall near the galleon, as you can get snagged on a jutting corner.

WAYPOINT #10:

Lights, Ramps, Action!



If you’re heading north from **Waypoint #6b**, you’ll soon spot a forecourt with tables on your right. Smash through them and aim for a wooden ramp leading up to a deck with fairy lights hanging. This allows boost and takedown opportunities as you rejoin the main road.

WAYPOINT #11:

Boat Scaffold Straight Shot



All roads merge at this point, which allows you to **wait and ambush** incoming vehicles easily. Or, you can simply speed through this section, taking care to avoid traffic as this road is narrow. A **Signature Takedown** is available as you zoom past the boats.

WAYPOINT #12:

Left Turn and Burn



At the end of the road, emerge onto a main road and make a sharp left turn, ideally cutting in on the sidewalk corner to the left. Watch for incoming traffic on later Events, then boost northward again toward your next choice of routes.

WAYPOINTS #13A, #13B, and #13C:

Hotel Rampage Parts One, Two, and Three



Charge up the middle of the road and dart quickly right, up the small courtyard and up a ramp that takes you sailing across the freeway below. From here, the shortcut is directly (and diagonally) opposite you. Or, you can drift right quickly before you launch and land on the freeway instead.

Entering the second part of the shortcut, you’re bounced around the walls of a **narrow hotel forecourt**. This allows you to bypass all the freeway traffic and it’s a little faster than taking the left side freeway. Boost over the bump and out.

Then cross the road into another hotel forecourt and out to the right. At the road or the exit, you can quickly swerve right! The exit of **Waypoint #13c** also lines you up with the next shortcut (at **Waypoint #16a**).

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NOTE

Feel free to switch up your use of the shortcut with the freeway. All routes in the hotel area can be entered from the freeway, as well as the shortcut.

WAYPOINT #14:
Wide Right Turn



If you miss or ignore the initial part of the hotel shortcut (**Waypoint #13a**), simply take the wide right turn and position yourself for a long freeway section to come. Choose to enter the remainder of the shortcut (into the hotel entrance at **#13b**), or face oncoming or same-way traffic.

WAYPOINTS #16A and #16B:
Under Construction



A chain-link fence is all that separates you from this shortcut; batter it down by accelerating between the blue lights (the right wall points you in the correct direction), and drift right through the construction and out to dirt ground on the other side. Optionally drift right and rejoin the road for variety and strategic play.

There's bound to be obstacles on the road you're crossing: enemies zooming in from the right (aim for their rear wheel), and cross traffic (slow down a bit and weave around them). You're already lined up with an alley, so speed down here and cut out **Waypoint #19** entirely.

WAYPOINTS #19 and #20:
Main Road South



WAYPOINTS #15A and #15B:
Oncoming or Same-way Freeway Routes



You have three city blocks of freeway to negotiate. One option is to merge into oncoming traffic from **Waypoints #13a** or **#14**. You'll have boost and takedown potential here, but you must be quick to dodge incoming vehicles. Merge right after the second long traffic island.

Staying on the right side of the road doesn't allow a very easy racing line at the far corner (**Waypoint #17**), but does keep you somewhat safe. Watch for foes slamming you into a corner at the first intersection. Then boost to the next shortcut.

WAYPOINTS #17 and #18:
Around Construction to Main Road Corner



The other way to exit the freeway area is around the building under construction. Drift into the inside right corner to save time, and continue your drift around to **Waypoint #18**.

Here you can use the dirt ground and keep to the right, then diagonally boost across to hug the inside right corner as you head for **Waypoint #19**, or you can quickly steer into the shortcut toward **Waypoint #16b**. Though it's obviously a longer route, the advantage of this course is that you aren't boosting directly at the side of traffic (which is more difficult to avoid).

Ignore the posted 40 mph speed limit and accelerate as quickly as possible; here you can **quickly catch up to an enemy**. Incoming traffic appears on the right, so watch for sideswipes as enemies pour out of the shortcut on your right.

The road continues on either side of a long traffic island. The quickest route is to steer into oncoming traffic, but stay on the extreme left, next to the island, and line yourself up for the bridge as soon as possible.



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WAYPOINTS #21A, #21B, #21C, and #21D:
Playing Bridge



You have numerous tactical methods to cross this bridge. As you reach the end of the Main Road South (#21a), position your vehicle in one of three places (left, middle, or right) depending on which span you're crossing.

Span one is via the **oncoming traffic lane**. In more difficult Events, this is an exercise in precise and brave driving; but you won't be battling enemies. Stay to the left or right hard shoulders, or drive straight through the middle!

Span two is **below and between** the other two spans. Choose the middle of the road and boost through a gate to an empty road, steering to one side of the main bridge support in the middle. There are no Boost points to gain, but no obstacles either.

Span three is via the **same-way traffic** on the right side. Near-miss boosting is available and many enemy cars are likely on this side, so expect to hit a few vehicles during later Event races. There are good opportunities for enemy takedowns here.

WAYPOINT #22:
Caution: Wide Turns



The road widens out considerably after the bridge, allowing haphazard driving at high speed as you drift around this right corner. **Pick a path to aim for** before reaching this area, as you can continue along the main road or take the beachfront shortcut.

WAYPOINT #23:
Beachfront Boosting



If you head diagonally across the main road, enter the beachfront shortcut, which provides quick access (without cars to dodge) to the next main road or the two final shortcuts (#25a and #26a). The scenery is easily destroyed, but watch out for oncoming traffic as you exit!

WAYPOINT #24:
The Keys to Victory



Staying on the main road means you can vary on which side you're traveling and battle adversaries. When you reach the next intersection, you have easy access to three possible routes (#25a, #26a, or #27). Just watch out for the traffic islands in the middle of the road.

WAYPOINTS #25A and #25B:
Alley Oops to Finish Shortcut



Enemy cars have a tendency to slam into you just as you're about to **choose one of the two shortcuts here**; be ready to swerve right, or simply choose this alley entrance. Boost through the gates and all the scenery (nothing stops you) until you reach the intersection. You can merge back on the main road here, but only if you wish to lose significant time (or need to get back on the main road).

Instead, batter another gate and blast down the continuation of the alley, which snakes all the way to the finish line or allows you to complete a lap. This is a great way to steal victory from an enemy!



TIP

An impressive (and amusing) Signature Takedown is possible between Waypoints #25a and #26a; send your foe into the bowling alley building for a well-aimed strike.



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WAYPOINTS #26A and #26B:
Bayfront Weaving



If you want a slightly safer route adjacent to the main road, you can head right, then move along the left wall of a bowling alley and smash through a number of tables. Move back onto the main road, ideally slamming a foe as you merge.

On the other side of the road, coming up on your left, is another curved area that isn't really a shortcut because it takes longer to reach, but it's a great place to head if you're being jostled. Watch for oncoming cars as you exit.

WAYPOINTS #27 and #28:
Main Road and Lap Complete



If you ignored all the side road opportunities, the road curves around in a very long right turn. The first part, just after the bowling alley, lasts a block. As always, watch the traffic and enemies coming in from the right. Here you can access the final shortcut (#26b) or proceed onward.

Pick a side of road and stick to it, or weave left and right. For a quick lap, **stay on the right inside corner** and ignore the final shortcut. As you boost to complete a lap, be aware that the alley side street (#25b) merges on your right and you could be beaten to the finish!



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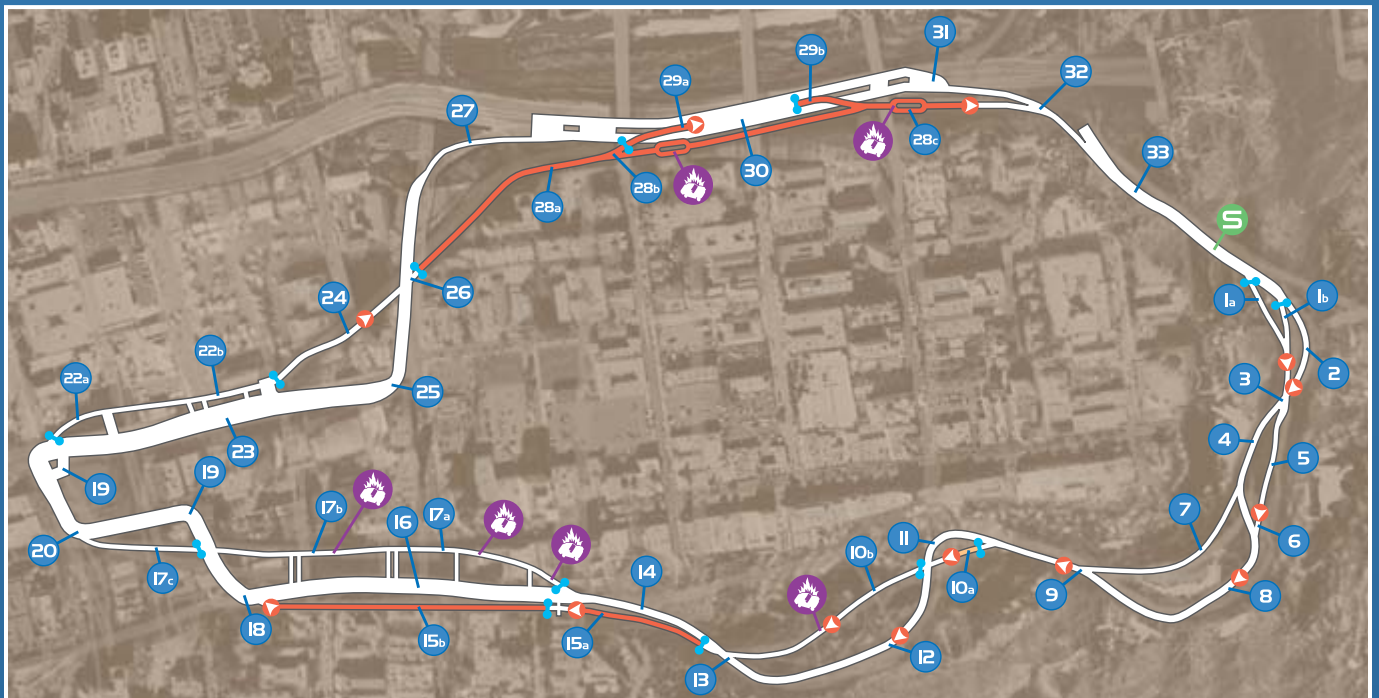
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ANGEL VALLEY

ANGEL VALLEY TRACK #1: [FORWARD]



1 WAYPOINT 2 RAMP S START — COURSE ROUTE — ROUTE (ABOVE GROUND LEVEL) — ROUTE (BELOW GROUND LEVEL) 3 SHORTCUT ENTRANCE 4 SIGNATURE TAKEDOWN



OVERVIEW

You begin at the top of a hillside area with two shortcuts immediately on your right. Both merge and bring you to an intersection where you meet the main road. This splits into two separate paths down the hillside, ending at a sharp left corner known as “dead man’s curve,” where the road continues. Or, you can use a ramp and descend through a series of narrow alleys, all the way to the road merge and the entrance to the main town. Here, you have a choice of three routes: a low-level alley on the left, the main road itself, or a series of alleys beginning at a burger sign on the right.

Once these converge, head north for a block, turn right, and head east, either along the main strip or through a car lot and auto repair place, all the way to an overflow channel entrance. Now access either the channel or the freeway entrance, as both routes are parallel. An additional side route joins the freeway and then rejoins the channel. A final exit onto a relatively straight course lets you race to the top of the hill to complete a lap.

EVENTS

EVENT TYPE	RANK
BURNING LAP	7
ELIMINATOR	9
GRAND PRIX	1***, 9***
PREVIEW	—
RACE	4, 7
ROAD RAGE	—
TRAFFIC ATTACK	10

*** A Grand Prix race where your third race is at this course

WAYPOINTS OF INTEREST

WAYPOINTS #1A and #1B: Heading for the Hills



You begin your lap on a wide road in the hills above the city. Almost immediately, there’s a **shortcut opportunity** to your right and another adjacent to it, again on the right side. If you take the first shortcut, smash the gates and boost down a dirt road; watch for incoming traffic on the left.

If you missed the first shortcut opportunity, **there’s a second one** almost immediately. Veer right at the corner, go through the gates, and boost along a similar dirt road. This merges with **#1a** (watch out for cars on your right) and ends at a gate and ramp to smash through. All roads merge here.

WAYPOINT #2: Hilltop Bend



Ignore the first two shortcuts and instead boost around this long left turn. If you have competitors, you’ll be buffeted about here—return the favor. A couple of seconds later you head over a rise and enter the intersection at **Waypoint #3**. Watch for traffic as you race over the rise; you can’t see the road for a second.

WAYPOINT #3: Insane Intersection #1



When you reach this intersection from any direction, be sure to choose a left or right road and watch for enemies jostling for position; that middle barrier stops you dead! The left route (**Waypoint #5**) is slightly longer and wider, while the right road (**Waypoint #4**) is narrower, shorter, and more dangerous.



If you’re battling enemies, a good tactic is to remain on the far left or right wall edge as you reach the intersection, so you can easily point your car at the road you’ve chosen. If you’re in the middle, you can be knocked into the central barrier.

WAYPOINT #4: Right Side Rampage



If you took the right road from the initial intersection (easier to accomplish via the shortcut), you have a few seconds on a narrower road than **Waypoint #5**, with oncoming traffic to squeeze past. This is where you’ll slam or be slammed. Try for the former!

WAYPOINT #5: Downhill Straight



If you stayed left at **Waypoint #3**, you have a couple of seconds of reasonable peace during a straight shot down the hill with an exciting bump at the end. Watch for cars swiping you from the right as you merge at **Waypoint #6**.

WAYPOINT #6: Insane Intersection #2



At the end of the **Waypoint #4** road, you quickly choose a path at another fork in the road: left allows you to access the outer road down the hillside (to **Waypoint #8**), while the right road enables you to take a shorter but tighter course. Choose early and try slamming a foe into the jutting wall at the intersection.

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WAYPOINT #7:
Sunset Hills Corner



If you continued into the right road from **Waypoint #4**, you'll gain some time and turn along a large right bend. Traffic ahead can impede you, so be aware of it. You appear just before dead man's curve, giving you a good shot at driving into the dirt ramp (**#10a**); take the shortcut if you can and beware of enemies merging from the left.

WAYPOINT #8:
Outer Road Raging



If you stayed left at both intersections, you have a slightly wider road to negotiate, but it still carries traffic in later Events. Drift around the right bend, over a bump for a Boost, and drift around a second right bend before straightening up. **Beware of oncoming traffic** on corners. There are same-way vehicles to avoid, smash, or shunt into foes.

WAYPOINT #9:
Power Tower Intersection



Quickly gain your bearings by looking for a large power tower ahead of you; when you reach it, you've hit this intersection. There's usually an oncoming car on the left to avoid, as well as merging traffic (including possible enemies) on your right. Boost over the bump and **continue at speed**.



WAYPOINTS #10A and #10B:
Dirt Road Ramp to Hillside Alley



Heading down from **Waypoint #9**, look out early for a dirt side road on your left, just before the bend known as dead man's curve. Accurately gauge the dirt ramp entrance or you'll slam into the wall next to it and embarrass yourself. Squeeze onto the ramp, smash the gates, and launch over, staying airborne to avoid traffic below on the curve.

Then boost directly ahead into the hillside alley. This is three blocks of bumpy but relatively straight ground with numerous side streets. Expect low cross traffic and take the opportunity to slam a foe into the numerous blocked-off side entrances (or trash bins for a **Signature Takedown**). Stay away from grinding the walls yourself, though.

WAYPOINT #11:
Dead Man's Curve



If you miss the dirt road ramp (**Waypoint #10a**), corner left severely as you reach a savage curve. Beware of enemies smashing into you and don't hug the right wall or you'll slam into a jutting wall. Slow down to dodge traffic here. This is a prime spot for a crash; don't let it happen! From here, you can drift right, into a shortcut (**#10b**) or follow the road.

WAYPOINT #12:
Downhill Rampage



Ignoring the shortcut (**#10b**) allows you to continue down a longer (but wider) stretch of road, with traffic on every bend. Keep your eyes peeled for oncoming vehicles as you turn right, leap a bump, and continue past a gas station. All the while, **stick near the left wall** rather than the right; the entrances to the side roads are a prime spot to be slammed into (although they're great to push a foe into, too).

WAYPOINT #13:
Angels Live in My Town



The intersection to the town itself requires split-second timing and thinking. As you merge with the shortcut on your right (the end of **Waypoint #10b**), beware of traffic on the right, then instantly choose a lane. You have a choice between a low road entrance (**Waypoint #15a**) or the main road entrance (**Waypoint #14**).

WAYPOINT #14:
The High Road



If you missed or ignored the low road entrance, pay attention to the road ahead; you're **going against traffic** and you must stay on the extreme left or right as you enter the main road. Otherwise, expect a crash here (or a great takedown opportunity).

WAYPOINTS #15A and #15B:
The Low Road



The quickest way through this part of town, without the terror of heading into oncoming traffic, is to take the left side entrance into the drainage channel. **Boost like a maniac**, and one block later the channel ramp brings you back up to ground level. If you're traveling at speed, you'll go soaring into the air!

This spectacular feat has both an advantage and a problem. The advantage is that you can steer as you boost and take off, moving your car to the right and landing on the main road (just west of **Waypoint #16**). The problem is that if you're going too fast, but aren't in a powerful enough car, you'll slam into the roof of the continuation of the channel. Land in the channel and boost to the end (**Waypoint #18**).

TIP

While in Crash Mode, avoid channel anguish by keeping your car in the air for longer (Analog Stick ↑) or point the nose down and land quickly (Analog Stick ↓). The fastest way through this section is to head into the channel, then boost up the ramp and land on the right side of the main street.

WAYPOINT #16:
The High Road (Continued)



Whether you got here via an incredible ramped jump (#15a), or merged in from the high road (#14), or even headed through the burger alley (#17a), the main road is usually full of vehicles. Stay on the right, especially as you head to **Waypoint #18**.

WAYPOINTS #17A, #17B, and #17C:
Burger Me to Burger Alley Part One and Two



For a tasty treat (assuming you enjoy the flavor of burning foes), stay on the right side of the high road and watch out for the giant rotating burger with the "Hungry? This Way" sign under it. Boost into this tight alley that runs the length of the main road. This is another way to get across town. Slam your foe into the burger sign for a **Signature Takedown**. Once in the alley, you pass a side street. Remain on the right wall so you don't smash into a trash bin.

Pass through the gates into the third alley area; this is free of obstacles. Cross another road (you can also turn left on all these intersection roads and head toward the main thoroughfare) through gates into a fourth alley, out the other side and into a fifth alley, and remain in the middle of this road to **avoid three trash bins**. Then pass across another intersection, through a final empty alley, and out.

You're now just north of **Waypoint #18**, so cross the main road (watching for vehicles heading in from the left). The final part of this alley section is empty, curves right slightly, and allows you to exit at **Waypoint #20**.

NOTE

Ram an opponent into the trash bins in burger alley for a **Signature Takedown**.

WAYPOINT #18:
Carl's Jr. Corner



Whether you took the low road or the high road, and you're traveling from **Waypoint #15b** or **#16**, you must take the right corner. Watch for congested traffic on the left lane as you head north for one block. As you speed, you can optionally head left into the end of the burger alley shortcut (**#17c**); watch for enemies zooming in from the right, too.

WAYPOINT #19:
Tattoo's Company



If you ignore the side street on your left, make a sharp left turn just past the **Tattoo Parlor sign**. Boost left, staying close to the inside left corner, but be very wary of oncoming traffic to the left. The sealed road to the north, halfway along this stretch of road, is a good place to ram a foe into.

WAYPOINT #20:
I Can't Drive 45



The road ends with a turn to the north (right), which is easy if you're coming up from the end of the burger alley. If you're on the main road, drift sharply right and line yourself up for a choice of locations to come.

WAYPOINT #21:
Gas It!



If you're uninterested in the shortcut to the north, be sure you head **through the forecourt** of the gas station on the inside right of the corner. This surprises foes, quickens your lap time, and allows merging without oncoming traffic. Take it at speed!



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WAYPOINTS #22A and #22B:
Joe's Hot Car Lot to Mall-side Mayhem



If you ignored the gas station shortcut, you can easily head right, keeping a less-tight cornering technique, and speed into the shortcut at the **Joe's Car Lot sign**. Drift right and zoom through the middle of this alley. On the second part of the alley, stay in the middle through the auto shop because the columns stick out, causing you to crash.

Watch for a car coming in from the right as you head across the second intersection (both merge back onto the strip) and head onto the mall forecourt. There's just room to weave back and forth onto the strip and back again, but this is reckless. Keep straight and aim for the last part of the alley (**Waypoint #24**).

WAYPOINT #23:
Tearing Down the Strip



If you're uninterested in the car lot shortcut, you can power down this extremely wide stretch of road; beware of multiple oncoming cars on your left though. Stay in the middle of the road or knock foes into the barred roads to the sides. Halfway along this road, you can optionally dart left and connect with the continuation of the alley, or head for **Waypoint #25**.

WAYPOINT #24:
Logitech Alley



Either via a sharp turn from the strip, or after continuing through the alley from **Waypoint #22b**, speed into the alley with the giant Logitech billboard above it and stay in the middle. The alley snakes a little, so adjust your speed until you straighten up. Then boost forward, lining up for a bump.

WAYPOINT #25:
Heading North



At the end of the strip, make a sharp left turn onto a road heading north. Grind against the railings on the left inside corner to save time, but beware of vehicles coming out from the yellow arrow barrier ahead. Boost northward, staying away from the right wall because you can snag yourself on a side road.

WAYPOINT #26:
Forget the Freeway



At the end of Logitech Alley (**#24**) is a crossroad onto the main road. Barrel across (there are sideswiping opportunities for you and your enemies, so beware!) and boost down into the channel running by the side of the freeway. As long as your reactions are good, this is an **excellent shortcut** to enter.

WAYPOINT #27:
On-ramp Onslaught



If you didn't choose the underground channel, you merge right onto a freeway ramp (making sure you stay right to avoid traffic coming through the arrow sign) and boost down onto the freeway itself. There is **considerable traffic here**, so weave between vehicles and increase your speed.



WAYPOINTS #28A, #28B, and #28C:
Overflow Channel Parts One, Two, and Three



Don't enter the overflow channel at speed until you've learned where the jutting walls are. Beware of three jutting pieces in the initial section before you make the long right turn, and three more pieces just after the turn. **Do not scrape against the walls!**

Just after the second three jutting wall pieces, the road splits to the left, allowing access onto the freeway (**#29a**). If you ignored the freeway route, the channel continues. Stay to one side as the channel splits up for a second, then merges into one narrow road.

This road continues before bending right. Watch out for enemies merging in from the left from **Waypoint #29b**. Stay to one side just after the corner (be quick!), as the channel splits again for a moment. You're ascending back to ground level (**#32**).



Ramming your foe into the end of the channel wall when it splits into two short corridors is the key for obtaining a Signature Takedown in this area.

WAYPOINTS #29A and #29B:
Alley Up to Freeway Middle



If you took the overflow channel shortcut (#28a), bear left just after the second set of jutting walls into a tunnel. You can scrape the walls here, then straighten as you boost up and onto the middle of the freeway. Here you can jostle traffic, or stay in the middle.

If you remained in the middle of the freeway, you'll quickly boost through gates and down into an identical tunnel opposite. Drift right, then rejoin the overflow channel just before **Waypoint #28c**. Precise driving is needed down here!

WAYPOINT #30:
Angel Valley Freeway



The freeway area is a great place to maximize your speed; stay on the extreme left or right walls, by the center dividers, or alternate between lanes to avoid cars and keep your speed up. As you reach the middle of the freeway, watch for foes appearing up from the underground channel (#29a) and remember that you can use the remainder of the channel (at #29b) if you wish.



WAYPOINT #32:
Base of the Hill



Keep your speed up as you follow the right curve of the road, making sure you stay right as there's likely to be oncoming traffic over the rise, which you can't see for a second. Also be aware that on your right is the channel shortcut exit (from #28c); expect jostling as you reach the home straight.

WAYPOINT #33:
Hill Climb and Complete Lap



There's oncoming and same-way traffic (stay left to add Boost points, and dodge around cars) as you make a long, narrow, and relatively straight hill climb. Jostle for position if enemy cars are about and complete a lap traveling at maximum velocity.

TIP

Don't scrape the middle sections of freeway barrier here, as jutting areas can cause you to crash.

WAYPOINT #31:
End of the Road



If you stayed on the surface freeway, you cross under a second bridge and must merge right onto the off-ramp. **Stay on the right side** of the freeway with the traffic flow and merge quickly, ideally next to the right side barrier. Keep your speed up!



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ANGEL VALLEY

ANGEL VALLEY TRACK #2: [REVERSE]

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07 OVERVIEW

Beginning on a snaking downhill stretch, head over a rise, then choose to head into a narrow subterranean channel or onto the freeway running parallel to it. If you took the channel, you can either merge onto and off the freeway then back to the channel, or simply stay on the freeway until the off-ramp. At the next crossroads, either head along an alley or onto the main strip itself, then wind left, left, and right down to another main road.

This road has three separate routes: an alley ending at a burger sign, the main road itself, and a low-level channel. All these merge at the base of a hillside, which is a series of connecting and winding tracks. You must instantly choose a shortcut or a main road, both which arrive at the infamous dead man's curve (a sharp turn right), before a couple more intersections. The second of these, at the top of the hill, involves choosing a dirt road shortcut that quickly takes you to the starting road and the end of the lap.

EVENTS

EVENT TYPE	RANK
BURNING LAP	-
ELIMINATOR	-
GRAND PRIX	-
PREVIEW	1
RACE	9
ROAD RAGE	4, 7, 10
TRAFFIC ATTACK	7

WAYPOINTS OF INTEREST

WAYPOINT #1: Hill Descent



There's oncoming and same-way traffic (stay left to add to your Boost, and dodge around cars) as you make a long and **relatively straight hill climb**. Jostle for position if enemy cars are about and merge onto an on-ramp for the freeway and channel shortcut.

WAYPOINTS #2A, #2B, and #2C: Overflow Channel Parts One, Two, and Three



Don't enter the overflow channel at speed until you learn where the jutting walls are. In this initial section, **beware of the channel splitting** into two for a moment, then bending to the left. At this juncture, there's a path onto the freeway (**Waypoint #4a**).

If you ignored the freeway route, the channel continues. Stay to one side as the **channel splits up for a second** at the end of the straight section. Then watch out for three jutting wall pieces (alternating one each side), as well as the merging of the tunnel from the freeway (**Waypoint #4b**).

Do **not** scrape against the walls! Just after the tunnel merge is a long left corner with three more jutting wall pieces. Boost onward after you negotiate the second set of three jutting walls; you're ascending back to ground level (**Waypoint #8**).





Score a Signature Takedown by smashing your opponent into the end of the channel wall.

WAYPOINT #3: Start of the Freeway



If you entered the on-ramp, you merge onto the surface freeway. There is **considerable traffic here**, so weave between vehicles and increase your speed. Stay on the left, as you're merging into oncoming traffic, then head right when a gap in traffic presents itself.

WAYPOINTS #4A and #4B: Alley Up to Freeway Middle



If you took the overflow channel shortcut (**Waypoint #2a**), bear right just after the first split in the channel, drifting into a tunnel. Boost up and onto the middle of the freeway. Either jostle traffic or stay in the middle.

If you remained in the middle of the freeway, quickly boost through gates and down into an identical tunnel opposite. Drift left, then rejoin the overflow channel just before **Waypoint #2c**. Precise driving is needed down here!

WAYPOINT #5: Angel Valley Freeway



The freeway area is a great place to maximize your speed. Stay on the extreme left or right walls, by the center dividers, or between lanes to avoid cars and keep your speed up. As you reach the middle of the freeway, watch for foes appearing up from the underground channel (**Waypoint #4a**) and remember that you can use the remainder of the channel (at **Waypoint #4b**) if you wish.



Watch out for the freeway barrier—scraping it can cause you to crash.

WAYPOINT #6: Freeway End



Once you cross under a second bridge, you must merge right onto the off-ramp. **Stay on the left side** of the freeway against the traffic flow and merge quickly, instead of coming in along the right arrow barrier (as you may strike oncoming traffic). Keep your speed up!

WAYPOINT #7: Off the Ramp and into Town



You may be traveling off the ramp at some speed, so **don't oversteer** and smack into a wall. Instead, remain straight and guide your vehicle toward the shortcut entrance on your right (**Waypoint #8**) or the main strip corner (**Waypoint #10**). Stay on the right to avoid head-on collisions.



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WAYPOINT #8:
Forget the Strip Road



At the end of channel is a crossroad onto the main road. Barrel across (there are sideswiping opportunities for you and your enemies, so beware!), and boost up into the alley running near the main strip road you haven't reached yet. As long as your reactions are good, this is an **excellent shortcut** to enter.



If you really fly up from the end of the channel, you can clear the entire crossroads without having to dodge any cars!

WAYPOINT #9:
Logitech Alley



Speed into the alley with the giant Logitech billboard at the end of it and **stay in the middle**. The alley snakes a little, so adjust your speed until you straighten up. Then boost forward, lining up for either a sharp left turn toward the main strip road, or slightly right, into the edge of a covered mall entrance.

WAYPOINT #10:
Go West



At the beginning of the large, wide strip, **make a sharp right turn**. You can grind against the railings on the right inside corner to save time, but beware of vehicles coming toward you on the strip's left side. Boost onward toward the middle of the strip.

WAYPOINTS #11A and #11B:
Mall-side Mayhem to Joe's Hot Car Lot



Watch for a car coming in from the left as you head across an intersection from **Waypoint #9** (all merge back onto the strip) and head onto the mall forecourt. There's just room to weave back and forth onto the strip and back again, but this is reckless. Keep straight and aim for the next part of the alley (**Waypoint #11b**).

Cross another intersection, then stay in the middle through the auto shop because the columns stick out and can make you crash. Then drift left, keeping a less tight cornering technique, and aiming to speed into the shortcut exit at the **Joe's Car Lot sign**. Drift left, down onto the main road, heading south.

WAYPOINT #12:
Tearing up the Strip



If you're uninterested in the mall-side shortcut, you can power up this extremely wide stretch of road. Beware of multiple oncoming cars on your left. Stay in the middle of the road or knock foes into the barred roads to the sides. Near the beginning of this road, you have the option to either dart right and connect with the continuation of the alley, or head for **Waypoint #13**.

WAYPOINT #13:
Gas It!



If you didn't take the shortcut to the north, head **through the forecourt** of the gas station on the inside left corner. This surprises foes, quickens your lap time, and allows you to ignore the main left strip corner. Watch for oncoming traffic both before and after you make the turn. Take it at speed!

WAYPOINT #14:
I Can't Drive 25



The road continues south and ends at a left turn, which is **easy to negotiate** because you can stay on the right side and enter the far end of burger alley. If you wish to use the main road, drift sharply left, and watch for incoming traffic.

WAYPOINT #15:
Where's the Beef?



Make a sharp right just by the **STEAK sign**. Boost right, staying close to the inside right corner, but be very aware of oncoming traffic to the left. Note that the sealed road to the north, halfway along the previous stretch of road, is a good place to ram a foe into. Once heading south, you can access the rest of burger alley with a very sharp left turn.



WAYPOINTS #16A, #16B, and #16C:
Burger Alley Parts One and Two to Burger Me



Begin by **boosting in a straight line** down the empty alley that curves left slightly, then cross the main road (watching for vehicles heading in from the left) and move into the main part of this alley section.

Pass through the gates into the second alley area; this is free of obstacles. Cross another road (you can optionally turn right on all these intersection roads and head toward the main thoroughfare), go through gates into a third alley, and remain in the middle of this road to **avoid three trash bins**.

Continue through an empty fourth alley, zoom through another intersection, and prepare to stay on the left wall to avoid the final bin. Finally, continue to turn left as the road merges onto the main thoroughfare, darting out by a giant rotating burger with the "Hungry? This Way" sign under it. Slam your foe into the burger sign for a **Signature Takedown**.

NOTE

The trash bins in the Burger Alley act as a blockade for enemy vehicles. Slam a foe into one for a **Signature Takedown**.

WAYPOINTS #17A and #17B:
The Low Road



The quickest way through this part of town, without the terror of heading into oncoming traffic, is to take the right side entrance into the drainage channel. **Boost like a maniac** and two blocks later the channel ramp brings you back up to ground level.

From here, you can merge left onto the high road, or continue your channel driving all the way to **Waypoint #19**. If you merge, beware of enemy traffic coming in from the left. The exit is a prime spot for combat because the burger alley merges here as well.

WAYPOINT #18:
The High Road



Whether you got here from turning left (at **Waypoint #17a**), or headed through the burger alley (**Waypoint #16b** and rejoined at a side road) the main road is usually full of vehicles. Stay on the right, especially as you head to **Waypoint #19**.

WAYPOINT #19:
Heading for the Hills



After the congested downtown, heading up into the hills presents a different set of challenges. You have less traffic, but narrower roads. It takes split-second timing to avoid smashing into walls between two routes. As you reach this waypoint, **quickly choose a route**; the left shortcut is quicker.

WAYPOINTS #20A and #20B:
Hillside Alley to Dirt Road Ramp



Boost directly ahead, up the hillside alley. This is three blocks of bumpy but relatively straight ground with numerous side streets. Expect low cross traffic and take the opportunity to slam a foe into the numerous blocked off side entrances (or trash bins for a **Signature Takedown**). Avoid grinding the walls yourself, though.

When the alley ends at dead man's curve, boost through, watching for enemy cross traffic from the right. Then squeeze onto the dirt road and up the ramp, smash the gates, and launch over, staying airborne to avoid the problem turn of **Waypoint #22** entirely.

WAYPOINT #21:
Uphill Rampage



Ignoring the shortcut (**Waypoint #20a**) allows you to continue up a longer (but wider) stretch of road, complete with traffic on every bend. Keep your eyes peeled for oncoming vehicles as you turn left, continue past a gas station, and leap a bump. All the while, **stick near the right wall**; the entrances to the side roads are a prime spot to be slammed into (although they're great to push a foe into, too).



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WAYPOINT #22:
Dead Man's Curve



After a left turn, there's a sharp right-hander up a dirt ramp (**Waypoint #20b**). If you miss it, you'll need to corner right severely as you reach a savage curve. Beware of enemies smashing into you. Don't hug the left wall or you'll slam into a jutting wall. Remember to slow down because there's always traffic to dodge. This is a **prime spot for a crash**; don't let it happen!

WAYPOINT #23:
Power Tower Intersection



Quickly boost uphill past dead man's curve until you reach the next intersection with the power tower behind you. Make a **quick decision**: the shorter, narrower road to the left, or the wider, longer road on the right.

WAYPOINT #24:
Sunset Hills Corner



If you continued up the left road from **Waypoint #23**, you'll gain some time and have to turn along a large left bend. You appear just north of the intersection, giving you a good shot at driving up the dirt ramp (**Waypoint #30a**). Beware of enemies merging from the right.

WAYPOINT #25:
Outer Road Raging



If you took the right road at **Waypoint #23**, you have a slightly wider road to negotiate, but it still carries traffic in later Events. Drift around the left bend, then drift around another and over a bump for some Boost. **Beware of oncoming traffic** on corners. There are same-way vehicles to avoid, smash, or shunt into foes.

WAYPOINT #26:
Insane Intersection #1



At the end of the **Waypoint #25** road, you must quickly choose which direction to go at another fork in the road. The left route allows you to head up a narrow road (**Waypoint #27**) with an intersection on your left. The right allows you to quickly access the outer road up the hillside (to **Waypoint #29**). Choose early and try slamming a foe into the jutting wall at the intersection.

WAYPOINT #27:
Left Side Rampage



If you took the left road, you have a few seconds on a narrower road than **Waypoint #28**, with oncoming traffic to squeeze past. This is where you'll slam or be slammed. Try for the former, and prepare to boost through the final shortcut directly ahead.

WAYPOINT #28:
Uphill Straight



If you chose the right road at the previous intersection (**Waypoint #26**), you have a couple of seconds of reasonable peace and a straight shot up the hill with an exciting bump in the road. Watch for cars swiping you from the left as you merge at **Waypoint #29**.

WAYPOINT #29:
Insane Intersection #2



When you reach this intersection from any direction, be sure to choose a left or right road and watch for enemies jostling for position; that middle wall end stops you dead! The left shortcut (**Waypoint #30a**) is much better, while the right road (**Waypoint #31**) is curved and slower.



Set yourself up to easily take the road you've chosen. If you wait too long, you might get pounded into the central barrier.

WAYPOINTS #30A and #30B:
Heading from the Hills



This shortcut begins with a gate to smash through. For a quick lap, you must **immediately drift left** (don't understeer and smash into the bushes between the two dirt tracks!), and boost toward the left exit gate, drifting left to line yourself up with the final stretch of road.

If you didn't have the quickness to make an instant left drift, continue along the right dirt road instead, to the right set of gates. A **sharper left turn** is required as you smash these gates and exit to the final road to lap completion. Watch for foes coming from this shortcut and the right as you merge on the main road.



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WAYPOINT #31:
Hilltop Bend



If you ignored the final two shortcuts, boost around this long right turn. If you have competitors, you'll be buffeted about here, so return the favor. A couple of seconds later you head over a rise and enter the final home straight. Watch for traffic coming out from the shortcuts as you corner.

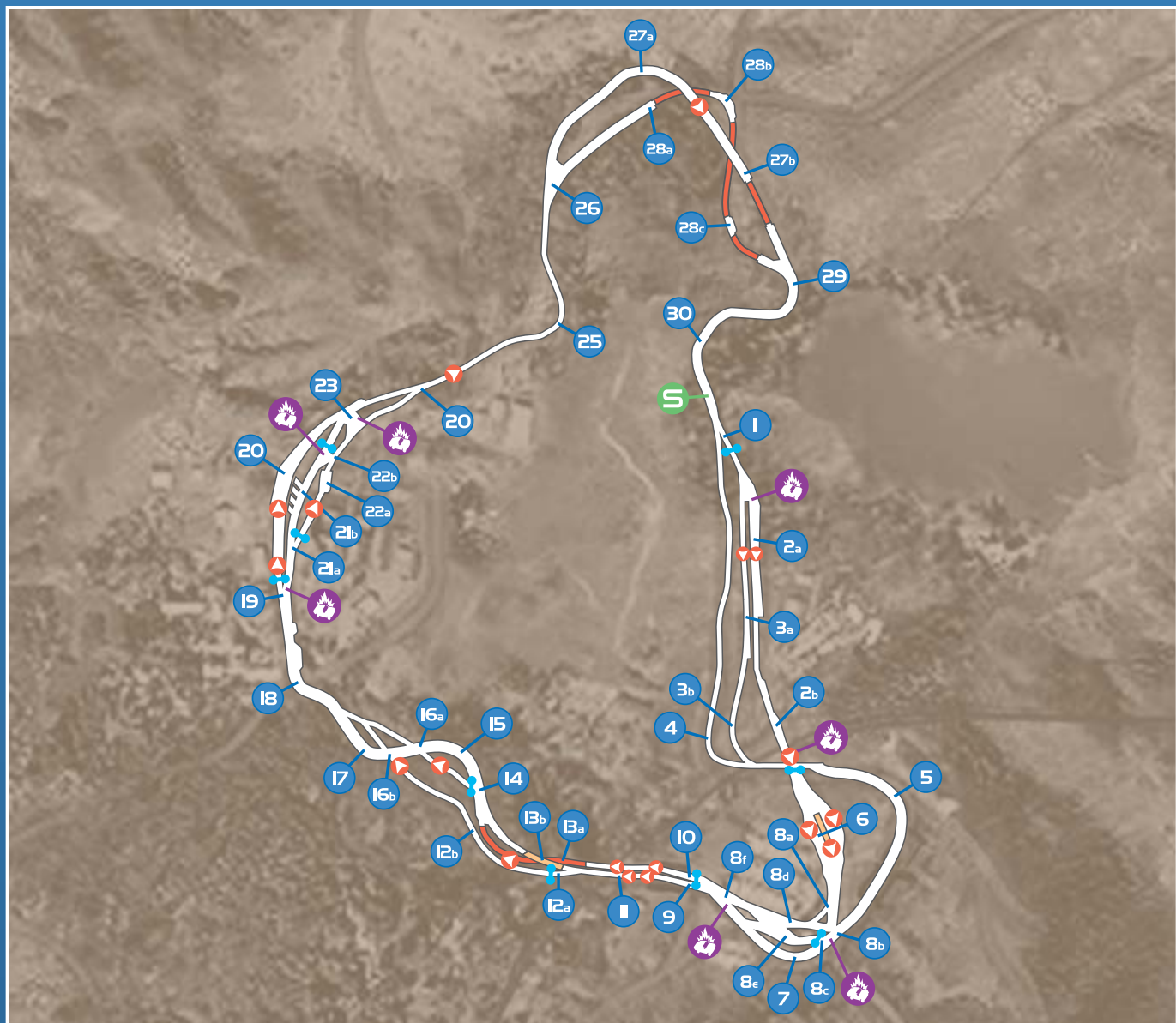
WAYPOINT #32:
All Downhill from Here



Keep it together on the final stretch as you race down past power towers on your right, and watch for **oncoming traffic**. Your speed is high, so your reaction speed must be quicker. Although the road snakes slightly, stay in the center of the course and complete the lap.

LONE PEAK

LONE PEAK TRACK #1: [FORWARD]



- I WAYPOINT
- ▶ RAMP
- S START
- COURSE ROUTE
- ROUTE (ABOVE GROUND LEVEL)
- ROUTE (BELOW GROUND LEVEL)
- ⚡ SHORTCUT ENTRANCE
- 🔥 SIGNATURE TAKEDOWN

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OVERVIEW

The winding topography of Lone Peak begins with an instant choice: a left turn to two dirt tracks on either side of a railroad track, or a tarmac course. All these meet as the tarmac road turns east. While the tarmac road bends around to the right, the left trail continues across a dilapidated bridge and into a trailer park. There are three entrances into the park and two exits, or you can stay on the left tarmac road and ignore the park. Then there's a shortcut and tarmac road running parallel, which allows you to head under or over a red bridge, near another shortcut on the left to an upper trail. Choose between two tracks and a road as you head through a forest glade. These all merge at the entrance to a lumber yard.

Here, there's a crisscross of paths, with three recognizable trails to choose from while avoiding the yellow machinery and other jutting obstacles. Out the other side of the lumber yard begins a hill climb. Choose a path at the next junction, then follow either snaking road as it passes through Lone Peak. Once the two roads join, there's a small winding descent back to your starting point.

EVENTS

EVENT TYPE	RANK
BURNING LAP	10
ELIMINATOR	7, 10
GRAND PRIX	—
PREVIEW	3
RACE	4
ROAD RAGE	9, 10
TRAFFIC ATTACK	7

WAYPOINTS OF INTEREST

WAYPOINT #1:
Water Tower Way



Once you begin your tour of the countryside, you instantly face the decision to travel left, onto a dirt road, or stay on the main tarmac on the right. Either choice allows you to pass by a wooden water tower. The **left side roads are faster and narrower, but less stable.**

WAYPOINTS #2A and #2B:
Making Tracks (Left Side)



If you took the dirt road from **Waypoint #1**, make another quick decision as the path splits once again on either side of a train carriage end. Steer left and you'll set yourself up for the quickest ride to the trailer park (**Waypoint #8**). Boost and ride the bump to get airborne, and stay off the sides.

Don't investigate the sides of this bumpy road (you can **crash under the train track** on the right or the rock wall to the left). Continue at speed, steering left slightly as the road bends, and then launch over the tarmac road toward the marsh bridge (**Waypoint #6**). Note that you can drift left at the road and rejoin it. Watch for foes coming in from the right.



*If you perform a takedown at any stage while you're traveling by the side of the train tracks—between the two marked locations on the map—you're rewarded with a **Signature Takedown**.*

WAYPOINTS #3A and #3B:
Making Tracks (Right Side)



If you took the dirt road from **Waypoint #1**, and chose the right side of the train carriage, the track next to the train carriages is narrower and the left side is **extremely dangerous** (slam a foe here), so stay in the middle and boost over both bumps.

A moment later, the dirt track turns left. **Predict this** by drifting just before the turn, so you don't smash into the right barrier. Tear through the scenery railing and onto the main road, watching for enemy traffic coming in from the right.



WAYPOINT #4:
Off the Tracks, On the Tarmac



Before you learn the ins and outs of the course, use the tarmac road from your starting position; it snakes a little, but there's only traffic to worry about. At the corner, **drift left** if you can (and the coast is clear) and avoid right barrier scraping. As the road straightens up, beware of foes coming across from **Waypoints #3b** and **#2b**.

WAYPOINT #5:
Red Bridge Drifting



The main tarmac road continues after the shortcut to the marsh bridge (**Waypoint #6**), and there's a sharp right turn. Slow down if you haven't learned this track, as the left barrier wall juts out, and you can crash into the blocked-off road. Stay as far right as you can until the road straightens out, and boost over the bridge. You can now choose how to navigate the trailer park ahead.

WAYPOINT #6:
Marsh Madness



If you took the quick path down from the train tracks (**Waypoint #2b**), boosting over the tarmac or drifting right from the road itself, you'll find yourself zooming across a field. Immediately point your vehicle at **either side** of the dilapidated bridge, or **ride over the bridge itself**. Don't miss the bridge and scrape against it or you'll crash against the support. After another jump, you enter the trailer park at **Waypoint #8a**.

WAYPOINT #7:
Tarmac, not Trailers



If you aren't prepared for the maze of roads into the trailer park, and you're incoming from either the marsh bridge (**Waypoint #6**) or the long right turn (**Waypoint #5**), move to the left side, keeping on the tarmac, and boost around this corner. All the trailer park is to your right; that's where you'll find foes coming in.

TIP

Slow down! This is one of the few areas where the trailer park and main road entrances are confusing. Consult the map and stay on the road until you're sure you can speed through the trailer park without crashing.

WAYPOINTS #8A, #8B, and #8C:
Happy Trailers Parts One, Two, and Three



The first method of entering the trailer park is accessible only via the marsh bridge (**Waypoint #6**). Stay on the right side after the bridge and bear right (make a sharp turn and don't hit the nasty sharp barrier corner on the left!) instead of staying straight and heading for the tarmac. You arrive at **Waypoint #8d** in a second.

The second entrance is extremely difficult to enter from the marsh bridge area; it is **usually used in the Reverse course** as an exit. If you're coming in from the bridge (**Waypoint #5**), bear right of the third entrance. This also allows instant access to **Waypoint #8d**; watch for foes on the right.

The third method of entering the trailer park is via the **posted shortcut lights** and the entrance sign. Search for the entrance early (ideally as you cross the red bridge, as it is difficult to line up the entrance). Once inside, you reach **Waypoint #8e** a second later.

TIP

Take an enemy down at the sign over **Waypoint #8c**, or anywhere inside the trailer park until the exit (**Waypoint #8f**) is reached, for a **Signature Takedown**.

WAYPOINTS #8D, #8E, and #8F:
Park Life Exit Parts One, Two, and Three



The trailer park itself isn't as complicated as it looks from the map and during play: once you enter, there are **only really two exits**, and from **Waypoint #8d**, you can head left onto the tarmac road, or continue bearing right and exit at **Waypoint #8f**.

If you entered the park via the third entrance (**Waypoint #8c**), you travel along a narrow dirt track with trailers on both sides before it widens out. Immediately, you reach the junction, and you can drift left onto the main tarmac (**Waypoint #7**) or quickly steer right a little, over some tables toward **Waypoint #8f**. Don't hit the fence ahead of you!

If you didn't merge onto the tarmac in the middle of the park, the only way out is via the western exit. Boost from either **Waypoint #8d** or **#8e**, through the trailer park sign, and line yourself up for the next set of routes to come (**Waypoints #9** and **#10**).



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WAYPOINT #9:
Take It to the Bridge



Once you've negotiated the trailer park area and the paths merge, instantly decide on one of two parallel roads ahead. The **left one is less bumpy**, and runs next to a dirt road that turns left and heads under the tarmac at the bridge ahead (**Waypoint #13b**). Steer lightly (especially at speed) so you don't lose control.

WAYPOINT #10:
Take It under the Bridge



Just to the right of **Waypoint #9** is a shortcut route that allows you to pass under a forthcoming bridge, rather than over it. It isn't really that much faster, but it's on the right side, meaning you can expect enemy attacks only from the left. Steer right to enter it.

WAYPOINT #11:
Attack the Tracks



No matter which of the two parallel tracks you took (either at **Waypoint #9** or **#10**), a moment later, as you reach train tracks (blocked on each side), you can quickly move into the next lane and continue your journey, or stay on the same straight route. Keep the speed up as you make the jump; it takes practice not to crash, though!



WAYPOINTS #12A and #12B:
Upper Forest Entrance to Upper Forest Trail



The winding trails begin! If you've stayed on the main tarmac and you've just jumped the train tracks (**Waypoint #11**), check ahead for the red steel bridge. Just before you reach the bridge, **steer left** through the shortcut posts. Stay on the upper ground to access the shortcut trail, or move to the right, and drop down to the trail coming out from under the bridge on your right. **This is a great ambush spot.**

Staying on the left upper perimeter allows access to a trail that cuts out traffic and the bending road to your right. Boost forward (you can scrape either wall without problems), and boost across the main road toward **Waypoint #16b** and the forest glade shortcuts.

WAYPOINTS #13A and #13B:
Under the Bridge or Over the Bridge



If you stayed on the main tarmac from **Waypoint #10**, or swerved left at the train tracks from the shortcut, you'll enter the red bridge, ideally at top speed. As you exit, watch for foes ascending from the low dirt track and keep in the middle or right side of the road to avoid oncoming traffic.

If you took the shortcut at **Waypoint #10**, or swerved right at the train tracks, the road heads down and you're surrounded by a rock wall on each side. Drift left as you pass under the red bridge. Once on the other side, **drift right with some force**, as the left rock wall juts out and can cause a crash. Beware of enemies dropping down from the upper path (**Waypoint #12a**) as you exit, steering right back to join the main road.



WAYPOINT #14:
Short Forest Trail



If you negotiated the bridge, or dropped down from **Waypoint #12a**, you have a moment to head onto the tarmac before a shortcut on your right appears. Don't get this and the upper forest rail (**Waypoint #12b**) confused; these are two separate paths! Boost through this dirt track, which allows you to miss the left tarmac bend (**Waypoint #15**). You reach **Waypoint #16a** in a second.

WAYPOINT #15:
Left Tarmac Bend



If you haven't figured out the turns to the shortcuts, simply stay on the main road. There's heavier traffic, but a smoother ride, and it isn't that much longer to reach **Waypoint #16a**. Make a long left turn, drifting and keeping your speed up.

WAYPOINTS #16A and #16B:
Forest Glade Shortcut



If you make a very sharp right turn from the road, or ideally, if you're boosting across from **Waypoint #14**, this is a great shortcut to take. There are only foes to worry about on the road (and if you're fast enough, you'll leap over them), and as long as you don't drift left into the tree, you can get to the lumber yard entrance in record time.

A split second after the first entrance on your right is a second trail. This is usually accessed from the upper forest trail (**Waypoint #12b**), but you can maneuver here from the road, too. Stay on the trail; do not stray between the two dirt paths as you'll hit a tree (although this is a good place to leave an opponent!). Boost out of the glade and rejoin the main road.

WAYPOINT #17:
Avoiding Forest Glade



If you miss the shortcut through the forest glade, simply stay on the tarmac, weaving around any traffic. Cut in on the right side at the first corner after **Waypoint #16b**, and stay left over the slight left turn and rise. You'll arrive at **Waypoint #18** a second later.

WAYPOINT #18:
Lumber Yard Entrance



Stay on the right side of the road as you wind through the final forest trees from **Waypoint #17**, ideally driving onto the grass on the right to take the corner as quickly as possible. Then enter the lumber yard, passing under the sign, and optionally slam a foe into the open shack on your right. No wall scraping here, please!

WAYPOINT #19:
Lumber Yard Junction



Straighten up for a rough-and-tumble traverse of a lumber yard, complete with numerous protruding obstacles. Keep in the middle of the road (don't maneuver along the sides), and as soon as you pass under the first scaffold bridge, watch out for a digging machine on the left. Ram a foe here if you can, then choose one of two routes (to **Waypoint #20** or **#21a**).



Digging machines with sharp claw shovels sit at three main locations in this lumber yard. Slam a foe into any of them to gain a Signature Takedown.

WAYPOINT #20:
Roll out the Barrels



Stay on the left side of the yard, which is a longer but safer route, and you'll zoom through **two long covered bays**, scattering barrels as you go. Stay on this roadway as it curves around to the right. This is the best route when you aren't sure how to maneuver through the middle of this yard. Don't scrape against the left wall, as jutting corners stop you.

WAYPOINTS #21A and #21B:
Middle Route Junction to Middle Route



If you took the right road at **Waypoint #19**, there's a dirt straight-away and another junction a second later. Here you can choose to remain in the middle of the yard, or head right (to **Waypoint #22a**). Ignore the entrances to the pens on your left; they are dead ends for you to slam enemies into.

Take the middle road, and boost across a narrow road with scattered barrels. Avoid a few vehicles before you reach the next junction (**Waypoint #22b**) and the giant tractor machine to slam a foe into. Stay left, enter the short warehouse, and you're at **Waypoint #23**.



WAYPOINTS #22A and #22B:
Right Route to Tractor Junction



If you stayed on the right path as you entered the yard, enter the shortcut to your right with the **flashing lights**. You immediately boost through a warehouse, scattering barrels, then steer left quickly as you head out into the open for a second, and into a short warehouse.

You enter right next to a tractor—weave to either side. To the left is the continuation of **Waypoint #21b**, and on the right is a quick exit. If you're taking this entire shortcut, stay on the right at all times, especially at junctions.

WAYPOINT #23:
Tractor Trails



If you took the left (**Waypoint #20**) or middle (**Waypoint #21b**) roads, or veered left on the right side road, you can enter this space and exit via the left road. If you're coming in from the left, watch out for a large pole that can stop you dead in your tracks.

WAYPOINT #24:
Lumber Yard Exit



Weave left or right, decide on a way out (the left has oncoming traffic, so beware), optionally **slam foes into the tractors** parked in the island between the roads, and leave the yard. As the final roads merge and you pass under the yard sign, boost and gain air at the bump, and speed up toward the hill climb.

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WAYPOINT #25:
Never Mind the Hillocks



The final part of this course is a series of winding roads throughout Lone Peak itself. It begins with a long and quite sharp left turn. Boost but **tap the brakes** so you keep control of your car. If there's traffic, use the dirt on the left or right sides to avoid it.

WAYPOINT #26:
Mountain Road Split



As you boost over the rise (be wary of cars in the middle of this area from the roads ahead), make an early decision to take the left or right roads. The **left has slightly fewer turns** (and thus can be taken faster), but either is fine. Quicken your pace.

WAYPOINTS #27A and #27B:
Lone Peak Left Parts One and Two



If you moved to the left at the junction (**Waypoint #26**), boost up a slightly uneven but straight road (there's usually light traffic to dodge), before a right turn. Stay on the inside if you can, then accelerate toward the tunnel ahead.

You can boost to maximum velocity during this stretch of road; throw caution to the wind and blast through the tunnel (but stay away from the walls at the entrance so you aren't caught). The road bends a little to the right as you reach **Waypoint #29**.



NOTE

*You don't need to worry about the two tunnels intersecting before **Waypoint #29**, so proceed with abandon.*

WAYPOINTS #28A, #28B, and #28C:
Lone Peak Right Parts One, Two, and Three



The right road begins with a long dip and straight-away. Be aware of left side traffic in later Events, but generally you can keep your speed up. As you enter the tunnel, **drift right in a continuous drift**, all the way to the end of the tunnel.

There's a brief exterior view before you enter another tunnel, so keep the drift you had and continue it into the second tunnel entrance. Don't slam into the side of the tunnel entrance. You have innocent vehicles to worry about here, too.

The final part of the tunnel straightens up, then turns left in a long curve. Keep your speed up as high as possible, and continue the giant slide until you reach the merge at **Waypoint #29**. Watch for foes coming in from the left.



WAYPOINT #29:
Meeting of the Mountain Roads



The two routes meet here, and the slightly quicker of the two (**Waypoint #27a**) heads out from the left, while the other (**Waypoint #27b**) goes right. As soon as you merge, make an extremely sharp right turn; given the speed you're traveling, you need to drift right with force. Stay on the right side if you can.

WAYPOINT #30:
Final Bend and Complete Lap



After the sharp bend, continue to speed along as quick as you can, then **stay on the left**, watching for oncoming cars, and drift left around the final bend. Boost over the starting point to finish your lap.





LONE PEAK

LONE PEAK TRACK #2: [REVERSE]



OVERVIEW

Starting at the base of a hill, the road twists right and left. Choose a mountain tunnel—the more direct route is on the right. They both weave and eventually head left and rejoin, then the road twists again until reaching the entrance to a lumber mill. Here, there's a crisscross of paths, but there are three recognizable trails to choose from while avoiding the yellow machinery and other jutting obstacles.

Out the other side of the lumber yard, the forest separates into various trails. A main road weaves through the center of the woodland. To start with, choose between two tracks and a road as you head through a forest glade. As the main road winds left, the two trails continue, exiting at a bridge that can be traversed, driven under, or avoided on the right side completely. The dirt road under the bridge merges with the main tarmac road just after a railroad and leads to a trailer park. The main road winds to the right of it. After the park, the road is on the right, while to the left is a marsh and a dilapidated bridge to a track. This continues northward, running parallel to a train track, a second trail on the left side of the track, and the road. All roads merge as the lap ends.

EVENTS

EVENT TYPE	RANK
BURNING LAP	4
ELIMINATOR	4
GRAND PRIX	3***, 4**, 7*
PREVIEW	—
RACE	—
ROAD RAGE	7
TRAFFIC ATTACK	—

* A Grand Prix race where you begin your series of races at this course
 ** A Grand Prix race where your second race is at this course
 *** A Grand Prix race where your third race is at this course

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WAYPOINTS OF INTEREST

WAYPOINT #1:
Initial Uphill Bend



After accelerating from the start, power up the hill as it snakes right and then left. A number of rises inhibit views of oncoming traffic, so stay on the extreme left, and cut in on the left at the second left turn toward **Waypoint #2**.

WAYPOINT #2:
Convergence of the Mountain Roads



The two routes through the mountain start here, and the slightly quicker of the two (**Waypoint #4**) heads out from the right, the other to the left. Battle toward the right side, and don't smash into the middle barrier!

WAYPOINTS #3A and #3B:
Lone Peak Left Parts One and Two



The first part of the tunnel turns right in a long curve. Keep your speed up as high as possible, and continue to boost until you exit. Watch for oncoming traffic, usually as you're about to corner. There is a brief exterior view before you enter another tunnel, so try to **drift through** and continue into the next tunnel entrance.



Don't slam into the side of the tunnel entrance. There are innocent vehicles to worry about, and more oncoming traffic. Dodge each, and watch for big rigs on the right; you must pass them on the left side, in the middle of the tunnel. Drift as you emerge from the final tunnel, and boost along a lengthy dip and straight to **Waypoint #5**.

NOTE

*The two mountain tunnels never intersect, so don't worry about incoming enemy traffic until you reach **Waypoint #5**. Don't scrape on walls as you enter any of the tunnels, or you'll crash.*

WAYPOINT #5:
Mountain Road Meet



The two mountain roads meet at this intersection, so watch for enemies slamming you from the side. Be especially careful if you're coming in on the right road, as a jutting wall on the right can stop you in your tracks. Boost over the rise, down the hill, and weave through traffic.

WAYPOINT #6:
Never Mind the Hillocks



The final part of this hillside area is a long and quite sharp right turn; boost but **tap the brakes** so you keep control of your car. If there's traffic, use the dirt on the left or right sides to avoid it. Then power down the road as it straightens up.

WAYPOINT #4:
Lone Peak Right



You can boost to maximum velocity during this stretch of road. Throw caution to the wind and blast through the tunnel. The road bends a little to the left as you reach **Waypoint #4** and the exterior view. Boost over the bump, then viciously drift left around the corner, staying away from oncoming traffic. Now accelerate toward **Waypoint #5**.

WAYPOINT #7:
Lumber Yard Entrance



Pass under the yard sign, gaining air at the bump, then quickly decide on the route you wish to take through the yard. Unless you really want to battle a foe, maneuver to the extreme left (**Waypoint #11**) or right (**Waypoint #10**) paths. The left route is difficult to spot, but there's a second opportunity to head left (**Waypoint #8**).

WAYPOINT #8:
Tractor Trails



If you took the left or right roads (**at Waypoint #7**), you can enter the warehouse area or main driving path. The path starts on your right, through a small warehouse, or use the continuation of the path on your left. If you're hugging the far right wall, watch out for a large pole that can stop you dead.

TIP

*Gain a **Signature Takedown** by ramming your foe into the lumber yard's digging machines.*

WAYPOINT #9:
Tractor Junction



If you took the right warehouse path through the middle of the yard (which isn't wise), you appear on the right of a tractor. Watch for foes on the left, and either head to the next warehouse, angled on your left, or boost forward in a straight line, toward **Waypoint #12**.

WAYPOINT #10:
Roll out the Barrels



Stay on the right side of the yard, which is a longer but safer route, and you'll zoom through **two long covered bays**, scattering barrels as you go. Stay on this roadway as it curves around to the left. This is the best route when you aren't sure how to maneuver through the middle of this yard. Don't scrape against the right wall, as jutting corners stop you. Also, stay **well away** from the left side, as you can be shunted off into a number of poles and obstacles. This is a great technique if you're battling a foe.



WAYPOINT #11:
Left Route



If you stayed or merged on the left path as you entered the yard, enter the shortcut to your left with the **flashing lights**. You immediately boost through a short warehouse, scattering barrels, then steer right quickly as you head out into the open for a second, and into a longer warehouse before reaching the junction.

WAYPOINT #12:
Middle Route



If you took the right road at **Waypoint #9**, there's a dirt straight and another junction a second later. Ignore the entrances to the pens on your left; they are dead ends for you to slam enemies into. In fact, this route is most dangerous because it's very easy for a foe to slightly shove you into these numerous poles, pens, and other debris. Watch out!

WAYPOINT #13:
Lumber Yard Junction



Straighten up after a rough-and-tumble traversing of the lumber yard. Keep in the middle of the road (don't maneuver along the sides), and just before you pass under the last scaffold bridge, watch out for a digging machine on the right. **Ram a foe here if you can**, then escape to the forest.

WAYPOINT #14:
Forest Entrance



Stay on the left side of the road as you drift onto the grass to take the corner as quickly as possible. Then quickly make a choice: either stay on the road, or choose one of two shortcuts. There's usually oncoming traffic to weave through as well. The tarmac road winds right, then curves left around to **Waypoint #18**.

WAYPOINT #15:
Entering Forest Glade Shortcuts



Remaining on the left side of the road, ideally on the grass near the left wall, enables you to enter the forest glade where two shortcuts (to **Waypoints #16a** and **#17**) are available. Enter under the sign, and quickly choose a path left or right. Both are reasonably quicker than the main road.



WAYPOINTS #16A and #16B:
Upper Forest Trail to Upper Forest Exit



Boosting through the right road at the forest glade from **Waypoint #15** allows access to a trail that cuts out traffic and the bending road to your left. Boost forward and across the main road, then onto a dirt road. A bump adds to your Boost; keep your speed up!

Weave to the right and out onto the road near the bridge. Join the road, or stay on the upper ground to the right of the tarmac to access the shortcut exit, or move to the left slightly, and drop down to the trail entering under the bridge on your left. **This is a great ambush spot.**



WAYPOINT #17:
Short Forest Trail



If you chose the left forest glade path from **Waypoint #15**, boost over the tarmac road (watch for cars from both directions and enemies from the right!). Don't get this and the upper forest trail (**Waypoint #16a**) confused; these are two separate paths! Boost through this dirt track, which allows you to miss the left tarmac bend (**Waypoint #18**). You rejoin it by the bridge, where you have a variety of routes (see **Waypoint #16b**).

WAYPOINT #18:
Left Tarmac Bend to Bridge



If you haven't figured out the turns to the shortcuts, simply stay on the main road. There's heavier traffic, but it's a smoother ride, and it isn't that much longer to reach **Waypoint #19a**. Make a long right turn, drifting and keeping your speed up. Aim for the bridge ahead.

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WAYPOINTS #19A, #19B, and #19C:
Under, Over, or Around the Bridge



WAYPOINT #20:
Attack the Tracks



As you approach the bridge, drive around the bridge, exiting to the right of it. Or, drop down the rocky road, and **drift left with some force**, boosting under the bridge itself.

The usual method is to enter the red bridge, ideally at top speed. As you exit, **watch for foes cutting you up from the right**, and keep in the middle or right side of the road to avoid oncoming traffic.

If you took the low, rocky road under the bridge, quickly drift right as you emerge on the other side, then power along a straight but bumpy road that rises to parallel the main route. It isn't really that much faster, but it's on the left side, meaning you can expect **enemy attacks only from the right**.

No matter which route over the bridge you took, a moment later you reach train tracks (blocked on each side). Quickly move into the next lane and continue your journey, or stay on the same straight route. **Keep your speed up** as you make the jump; it takes practice not to crash, though!

WAYPOINT #21:
Trailer Park Spotted



WAYPOINTS #22A and #22B:
Happy Trailers Parts One and Two



Once you've negotiated the train tracks, steer lightly (especially at speed) so you don't lose control, and boost over a final jump. The main and dirt roads now combine, which is a **prime opportunity to slam into a foe**, sending him into the park entrance to come.

A second away from the dirt and main road merger (**Waypoint #21**) is the main entrance to the trailer park. It provides a quick and direct shortcut if you can ignore the side entrances and attacks from enemies. If you know the track, aren't being attacked, and are sure you can exit without crashing, boost down here.

If you miss this entrance, don't despair; there's a second entrance along the main road just to the right of the first. This requires a **quick tap of the brakes** to safely enter. Then consult the map and pick a route through the park (see below).

TIP

Take an enemy down at the sign over Waypoint #22a, or anywhere inside the trailer park until you reach the exit (Waypoint #22d), for a Signature Takedown.

WAYPOINTS #22C, #22D, and #22E:
Park Life Exits One, Two, and Three



WAYPOINT #23:
Tarmac, not Trailers



The three trailer park exits have their own advantages. The first of these (**Waypoint #22c**) provides a quick get-out if you entered from **Waypoint #22b** (the only recommended route), as you can race around the corner faster than those on the tarmac. It's best not to turn left and exit via the other routes until you really know the course inside out. This is mainly used as an entrance during the Forward course, and it's difficult to drift out without hitting the left barrier and crashing.

The second exit (**Waypoint #22d**) is here for a reason; it provides a straight shot directly from the other entrance (**Waypoint #22a**), and should be used for that purpose alone. Make a direct path along the left side of the park, then avoid turning left, and boost out, turning sharply once you're sure your car is out of the exit; it's easy to wreck on a corner.

The final exit (**Waypoint #22e**) isn't used much, which makes it an ideal shortcut for those with good knowledge of this course. From either entrance, boost into the park, heading for the fence along the left wall, and stay there, following the fence line all the way out and take the shortcut to the marsh (**Waypoint #24**).

If you aren't prepared for the maze of roads into the trailer park, **move to the right side**, keeping on the tarmac, and boost around this corner. All the trailer park is to your left and that's where you'll find foes coming from. You can enter the marsh if you bear left, past the park exits.



Slow down! This is one of the few areas where the trailer park and main road entrances are confusing. Consult the map and stay on the road until you're sure you can speed through the trailer park without crashing. Also, be aware that this is an accident hotspot! Expect heavy car combat here!

WAYPOINT #24:
Marsh Madness



If you took the far left path through the trailer park (Waypoint #22e), or drifted left from the main road itself, you'll find yourself zooming up a field. Immediately point your vehicle at **either side** of the dilapidated bridge, or **ride over the bridge itself**. Don't miss the bridge and scrape against it or you'll crash against the support. This cuts out a good deal of the main road, and leads you to **Waypoint #26a**.

WAYPOINT #25:
Red Bridge Drifting



The main tarmac road continues after the trailer park exits and straightens out. Zoom up the sharp left turn. Slow down if you haven't learned this track, as there may be oncoming traffic. **Stay left if you can**, on the grass verge.



WAYPOINTS #26A and #26B:
Making Tracks (Right Side)



This area is easily accessed from the marsh bridge (Waypoint #24), or via a very sharp turn on the main road from **Waypoint #25**. Launch over the tarmac road toward the rock-walled dirt path with the train bridges on the left. Watch for foes coming in from the right.

This road is bumpy, and don't investigate the sides (you can **crash under the train track** on the left or the rock wall to the right). Continue at speed, steering right slightly as the road bends, and then boost and ride the bump to get airborne. At the end of the carriages, merge left, watching for foes coming up the parallel dirt (and main) roads.



*If you perform a takedown at any stage while you're traveling by the side of the train tracks—between the two marked locations on the map—you're rewarded with a **Signature Takedown**.*

WAYPOINTS #27A and #27B:
Making Tracks (Left Side)



If you're on the main road heading west from **Waypoint #25**, try an unexpected shortcut by boosting under the railway bridge, and then immediately drifting right, hard. You tear through the scenery railing and onto a dirt track that continues to the right.

Continue up this path. Compared to the route on the opposite side (**Waypoint #26b**), this road next to the train carriages is narrower, and the right edge is **extremely dangerous** (slam a foe here), so stay in the middle and boost over both bumps. Merge at the end of the carriage, watching for foes on your right.

WAYPOINT #28:
Off the Tracks, On the Tarmac



If you missed either of the two dirt road entrances on the right side of the main road (**Waypoint #26a** or **#27a**), simply peel around the tight right bend, ideally on the right side to avoid traffic, and boost up the snaking road toward the water tower, and hopefully, victory!

WAYPOINT #29:
Water Tower Way and Complete Lap



To end your tour of the countryside, merge from the road or the two dirt tracks just after passing a wooden water tower. With three roads merging, **expect enemies to sideswipe you**. Oncoming traffic is the final obstacle before a lap ends.



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ETERNAL CITY

ETERNAL CITY TRACK #1: SHORT [FORWARD]

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TRACKS

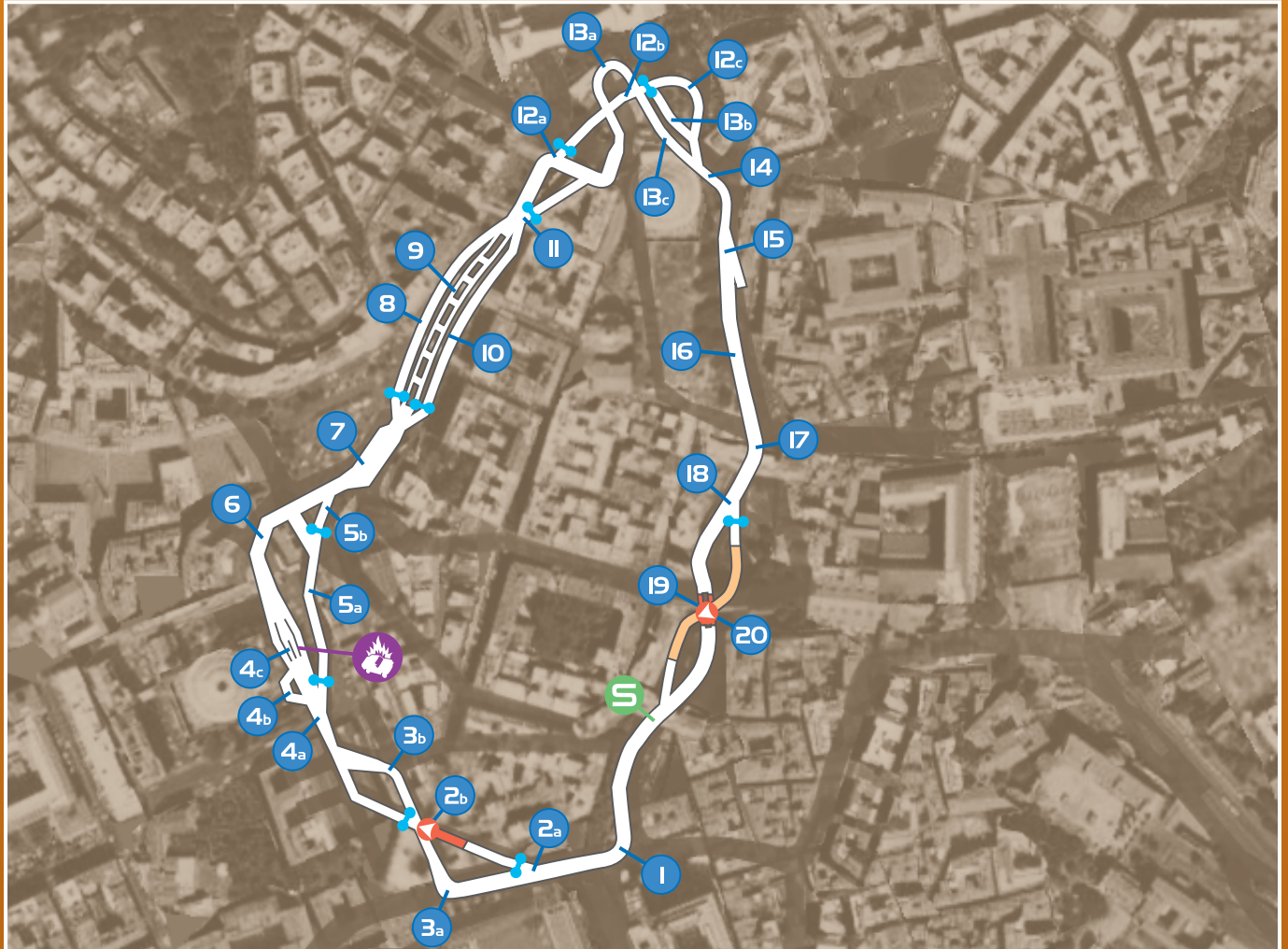
EUROPE

Eternal City
White Mountain

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I WAYPOINT ▲ RAMP S START — COURSE ROUTE — ROUTE (ABOVE GROUND LEVEL) — ROUTE (BELOW GROUND LEVEL) ⚡ SHORTCUT ENTRANCE 👑 SIGNATURE TAKEDOWN

OVERVIEW

The course starts on a wide road that bears left, then turns right. This leads to a wide road with an optional shortcut to the right that leads into an upper alley, or you can continue around to the right on the main road as the alley crosses over you. When the routes rejoin, you reach a temple and courtyard, where you can zoom through more arches or take a shortcut on the right.

Both roads lead to the top of a main thoroughfare where you must dodge traffic as you descend, or maneuver into an alley either side of the road. The base of the road holds another shortcut, and a second one circumvents the twisting main street, taking you instead around a curved formal garden. Both routes reach a castle wall arch, then to a long straight road heading south. The road twists right, leading to a final freeway underpass that you can drive over or under. Then the lap is complete.

EVENTS

EVENT TYPE	RANK
BURNING LAP	2
ELIMINATOR	8
GRAND PRIX	8*
PREVIEW	—
RACE	2
ROAD RAGE	10
TRAFFIC ATTACK	10

* A Grand Prix race where you begin your series of races at this course

WAYPOINTS OF INTEREST

WAYPOINT #1: Right Turn from Start



Your lap commences in a wide road with a slight left curve. Boost forward, looking for the arrows marking the corner, and slide around to the right, **keeping on the inside**. Straighten up and begin to head west.



WAYPOINTS #2A and #2B: Bar Building Access



A block along this wide thoroughfare, the main road continues to **Waypoint #3a**, but there's a shortcut on your right side. Look for the **building with the "BAR" sign on it** and drift at a 45-degree angle through the gates. The sides of the alley ahead are smooth; continue to accelerate.

The alley ascends to a gap one floor above the main road and you fly out. Keep your vehicle facing straight ahead and ready for a precise drift to the right as the remaining alley rejoins the road just before **Waypoint #4a**. Note that you can drift right, just before you make the jump, and land on the main road heading to **Waypoint #3b** to add variety to your lap.

WAYPOINTS #3A and #3B: Main Road Right to Wider Alley Exit



Ideally, you should drift right, then cut inside this corner, looking ahead for any traffic to avoid. Once in the alley heading north, beware of oncoming traffic on your left. Almost immediately, you can drift left or continue northward along the wider road.

This route out of the alley area provides more room to maneuver as you make the slight left. You can smash through tables on your right, but **beware of an oncoming car** to your left. The road snakes right almost immediately; cut in the right corner and accelerate out to **Waypoint #4a**.

WAYPOINTS #4A, #4B, and #4C: Town Square Temple, Temple Takedowns, and Archway



The road splits to the right (leading to **Waypoint #5a**) at a town square; swerve here early or you'll hit a circular fountain monument. If you're determined to stay on the main track, accelerate along the road. Scraping along the left side allows you to demolish scenery.

Remaining on the road's left side means avoiding oncoming traffic. Either continue straight or swerve left; you can actually head **between the temple columns** and expertly swing back out (either between or after the columns) into the road. This is useful for dealing with battling enemies or nimbly avoiding them.

Whether you used the temple columns or not, you must still **pick one of four archways** to boost through. The left and right archways are tight but allow you to easily accelerate through without obstacles, as a barrier restricts you from the middle two arches. The middle arches keep you on the road and allow for a **Signature Takedown**; but watch for traffic in both directions as you enter!

WAYPOINTS #5A and #5B: Narrow Alley and Tiny Tunnel



If, at **Waypoint #4a**, you keep your racing line and drift right, correct yourself and boost toward the archway with the gates, right of the main road. You enter a narrow shortcut alley. Stay in the middle, as the sides stick out and can cause you to crash. This a great place to slam a foe!

This shortcut concludes after you dart across a main road. Either turn left and join the road just after **Waypoint #6**, or finish this shortcut and dash through a short illuminated tunnel. Drift right as you emerge so you can position yourself for the long downhill road to come.



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WAYPOINT #6:
Snaking Roadway



Continuing from the arches at **Waypoint #4c**, the road quickly snakes to the right, then straightens out as you reach a junction on your right. You can turn here and head southeast to the shortcut, but this is simply a waste of time. Instead, try to cut the corners in the bend and watch for a couple of oncoming cars.

WAYPOINT #7:
Main Road Merge



The next section is a wide main thoroughfare. To reach it, you must merge right. There are four planters with a tree in each; zip around them before you run out of room. Expect **numerous vehicles** in the main road as you merge.

NOTE

The three ways down this main road are detailed in **Waypoints #8, #9, and #10**.

TIP

- The left route (**Waypoint #8**) is easily accessible but narrow, and taking it avoids combat.
- The middle route (**Waypoint #9**) offers a choice between oncoming and same-way traffic, with combat and dodging aplenty.
- The right route (**Waypoint #10**) is difficult to merge into, but once you're inside it's relatively safe but narrow.

WAYPOINT #8:
Left Side Alley



If you wish to avoid oncoming traffic—and can gauge the narrow space—keep to the far left side of the main road as you begin your descent, then swerve left of the guard rail to the alley. Stay **next to the rail** on the alley's right side because halfway along, the arches you're passing through become narrow. As you exit, you can easily access the shortcut on the right.

WAYPOINT #9:
Main Road Weaving



A second option is to tear down the main road itself. It is easier to **remain on the right side**, with the traffic flowing in your direction, compared to the left side where vehicles head directly at you. As you drive down, you can weave between seven planters; there are numerous options for taking out enemies in this area.

WAYPOINT #10:
Right Side Alley



The final route down this thoroughfare is accessed by a small opening at a workmen's scaffold. If you miss it, scoot in after the construction ends. The arches on this side of the street are easier to navigate, but don't wrap yourself around a lamppost! Merge left at the base of the descent or stay to the right, hugging the right wall, and enter the shortcut.

WAYPOINT #11:
Bottom of the Hill



Whichever route you took, they all merge near here. You have two choices: either continue to **Waypoint #12**, or take the right-side cobblestones into the supposed "shortcut" through the iron archway. This rejoins the road at a right turn, giving you a great racing line. However, this isn't the fastest way around this area of the course.

WAYPOINTS #12A, #12B, and #12C:
Formal Garden Shortcut Parts One, Two, and Three



The fastest path through the northern twists of the Eternal City is via the easily missed gated alley at **Waypoint #12a**. Learn its location because you can line your car with the entrance as you speed past **Waypoint #11**, and enter without slowing down. Beware of cross traffic!

Once you're in this shortcut, continue at maximum velocity across the longer road route and under an ivy-laden trellis with the domed chapel on your left. To avoid a doggedly determined enemy, swerve onto the main road and join the turn at **Waypoint #13a**.

However, it's best to save time and boost past the domed chapel, over the road again, through gates, and around a curved formal garden. Drift around as much of this turn as you can, then straighten up and aim directly for the castle wall arch ahead (**Waypoint #14**).

WAYPOINT #13A:
Around the Domed Chapel



If you're not worrying about a quicker time around the course (if you're waiting for an enemy to take down, for example), follow the increasingly bendy road from **Waypoint #12a**, around a sharp left turn (stay left, but watch for oncoming traffic), and accelerate around the domed chapel, staying to the right.

WAYPOINT #13B:
Sidewalk Swerving



Once around the chapel, you can attempt a severe immediate left turn into the formal garden, or better yet, keep on the main road before darting left onto the sidewalk. Zip through a small series of arches on the way to the castle wall arch.

WAYPOINT #13C:
Main Road to the Castle Wall



After cruising around the domed chapel, continue southeast on the main road, heading for the castle wall arch ahead. Be aware of foes ambushing you from either the sidewalk immediately to your left or the formal gardens exit.

WAYPOINT #14:
Castle Wall Battlements



The beginning of a long, straight road starts after you head through this arch. The best plan is to drift across the right side of the arch, over the area of pavement, and onto the road before accelerating hard down the long straightaway.

WAYPOINT #15:
Upper Deck Pathway Closed!



When you reach this waypoint, easily visible if you look out for a sign reading "HOTEL" vertically, you'll see an upper deck with a cordoned-off area. Stay on the main road; **you cannot access the upper deck!**

WAYPOINT #16:
Long Straightaway



Stay in the middle or along the sides; there's an oncoming car or two on your left. Boost down here to achieve **incredible** (and dangerous!) speeds.

WAYPOINT #17:
Overpass Entrance



Dodge traffic as you reach a slight right turn and hump in the road. This sets you up for the last part of the lap; drift right and **line yourself up** with either of the two possible methods of clearing this stretch of freeway.

WAYPOINT #18:
Over or Under?



Make your choice here. Either continue along the freeway, weaving past traffic on either side and smashing through markers, or line up to boost up an **on-ramp** on the left side of the street. From here you get a raised view of the freeway.

WAYPOINT #19:
Under and Lap End



Staying on the ground, pick a side of the road (ideally the right so you don't hit oncoming traffic), and dash under the bridge. Take time to spot and avoid the central bridge support—a likely place to wreck. Try smashing your foes into it, though! Then boost up the shallow hill and along the wide road to complete a lap.

WAYPOINT #20:
Over and Lap End



If you took the on-ramp, drift right and fly into and through the red-and-white barricade. You land on the south side of the freeway bridge. Exit via the opposite off-ramp. Then boost up the shallow hill and along the wide road to complete a lap.



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ETERNAL CITY

ETERNAL CITY TRACK #2: SHORT [REVERSE]

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TRACKS

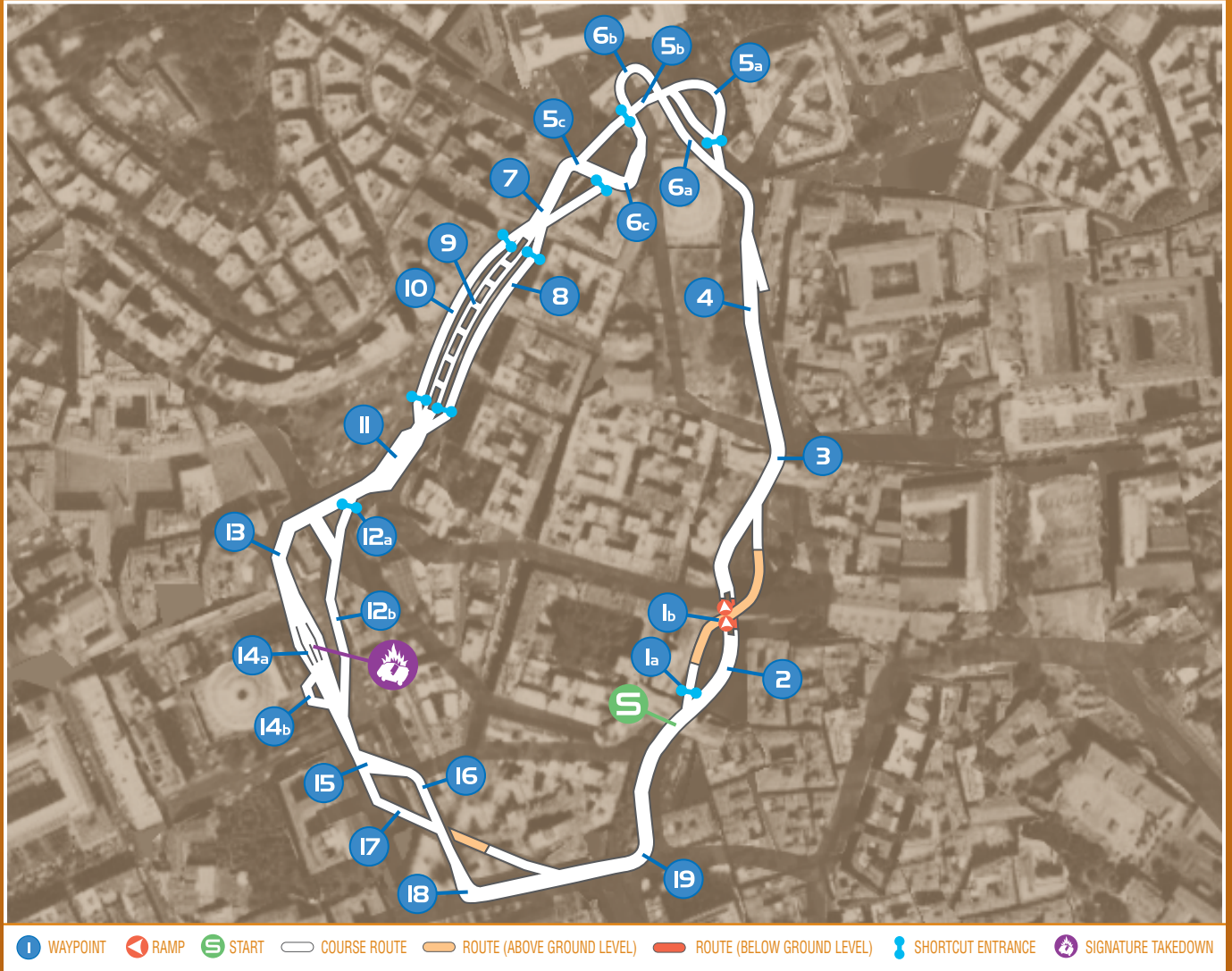
EUROPE

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1 WAYPOINT 2 RAMP S START COURSE ROUTE ROUTE (ABOVE GROUND LEVEL) ROUTE (BELOW GROUND LEVEL) 4 SHORTCUT ENTRANCE 5 SIGNATURE TAKEDOWN

OVERVIEW

You begin by making an instant shortcut decision to head onto an on-ramp and drop down onto a freeway, or use the main freeway and head under the bridge. Amid constant bustling traffic, the road bends left slightly, then straightens out a considerable distance to a city wall archway. Through here you have a choice of two paths: to the right and wrapping around is a shortcut through a formal garden, past the rear of a domed chapel, then out to a congested main road. Or, you can head around the front of the domed chapel, then cut across or merge onto the main road.

Then comes a climb to the top of a city street, with three possible routes to choose from before they all merge to the right. Next comes a shortcut on the left, which cuts out a bump, and a left turn followed by a choice of four arches to drive through, past a temple, and into a town square. Now merged, the route continues to the old town, where two paths can quickly take you to the left or right side of a diamond-shaped city block before you emerge onto a wide roadway. After a final sharp left turn, you reach your starting position and complete the lap.

EVENTS

EVENT TYPE	RANK
BURNING LAP	10
ELIMINATOR	5
GRAND PRIX	2**
PREVIEW	—
RACE	2, 5, 8
ROAD RAGE	2
TRAFFIC ATTACK	8

** A Grand Prix race where your second race is at this course.

WAYPOINTS OF INTEREST

WAYPOINTS #1A and #1B: Freeway Ramp and Jump



As you begin your lap, there's an instant choice of paths. Try turning left (ideally before the camera moves behind your car). This enables you to line up a shortcut and boost up an **on-ramp** on the left. From here you get a raised view of the freeway.

Drift right and fly into and through the red-and-white barricade. You land on the north side of the freeway. Exit via the opposite off-ramp. Then boost along the road as it bends right and left.

WAYPOINT #2: Under, Not Over



If you miss the shortcut entrance, pick a side of the road (try the right so you don't hit oncoming traffic), and dash **under the bridge**. Take time to spot and avoid the central bridge support—a likely place to wreck. Try smashing your foes into it, though! Then boost across the road as it bends left and right.



If you're taking the freeway route and there's heavy traffic, stay on the right side of the road, as the dip down to the bridge prevents you from seeing oncoming traffic. Solve this problem by switching to a first-person view.

WAYPOINT #3: Into the Straight



Stay on either side of oncoming traffic on the left side, cutting close to the left wall as you can, and boost toward the start of a long straight. In subsequent laps, dodge cross-traffic at this junction.

WAYPOINT #4: Straight Shot



Stay in the middle or along the sides; there's traffic on your left, while same-way traffic can slow you down if you smash into them. Boost down here to achieve incredible (and dangerous!) speeds. At the castle wall arch, drift across the left side of the arch, over the area of pavement, and onto the road.

WAYPOINTS #5A, #5B, and #5C: Formal Garden Shortcut Parts One, Two, and Three



Line yourself up so your vehicle is traveling straight from the castle wall arch directly into the formal garden entrance on your right. Once in the garden, drift around as much of this turn as you can, then straighten up and aim directly across the crossroad toward **Waypoint #5b**.

Once you're in this shortcut, continue at maximum velocity across the longer road route and under an ivy-laden trellis with the domed chapel on your right. To avoid a determined enemy, swerve onto the main road.

Boost across the next cross street (beware of cars incoming from the right this time), and smash the gates leading to a stone path out to the base of an uphill main road. With heavy traffic, there's congestion here. React instantly and head left or right of it; it's in the middle of your racing line!



When traveling out of the garden (Waypoint #5a) toward the ivy-laden trellis road ahead (Waypoint #5b), beware of enemy cars crossing from left to right; they can slam and take you out instantly! React by slowing or drifting left around the back of them.

WAYPOINT #6A: Castle Arch to Domed Chapel



If you ignore the racing line into the shortcut formal garden, stay on the road, either scraping along the right wall and under the arches or zooming down the road itself. Then make a sharp left into the shortcut behind the domed chapel (**Waypoint #5b**), or head toward the left U-turn itself.



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WAYPOINT #6B:
Chapel U-turn



If you're not worrying about a quicker time around the course (if you're waiting for an enemy to take down, for example), follow the increasingly bendy road from **Waypoint #6a**, and accelerate around the domed chapel, staying to the inside left near the small concrete posts.

WAYPOINT #6C:
Traffic Congestion



Watch for cars on the left and right as you boost past the last shortcut on your right and make a slight right turn toward the main road; choose the **shortcut on the left** side of the street to cut out a left turn into oncoming traffic. Look out for vehicles, because this area is likely to be packed with them!

WAYPOINT #7:
Base of the Hill



The start of a climb through the most congested part of this course is fraught with danger, and it's usually the place where you'll crash. Prepare to evade and slow down for traffic. **Choose a path** upward and stick with it!

NOTE

The three ways up this main road are detailed in Waypoints #8, #9, and #10.

TIP

- The left route (Waypoint #8) is easily accessible but narrow, and taking it avoids combat.
- The middle route (Waypoint #9) offers a choice between oncoming and same-way traffic, with combat and dodging aplenty.
- The right route (Waypoint #10) is difficult to merge into, but once you're inside it's relatively safe but narrow.

NOTE

Instead of merging, you can keep straight through a small covered construction area.

WAYPOINT #9:
Main Road Weaving



A second option is to tear up the main road itself. It is easier to **remain on the right side**, with the traffic flowing in your direction, compared to the left side where vehicles head directly at you. As you drive up, weave between seven planters; there are numerous options for taking out enemies here.

WAYPOINT #8:
Left Side Alley



If you wish to avoid oncoming traffic—and can gauge the narrow space—keep to the far left side of the main road as you begin your ascent (easily accessed from **Waypoint #6c**), then swerve left of the guard rail to the alley. Stay **next to the rail** on the alley's right side. As you exit, merge between oncoming vehicles to the right.

WAYPOINT #10:
Right Side Alley



Access to the final route is on the opposite side of the street and you must nimbly weave through traffic to reach it. The arches on this side of the street can catch the sides of your car, so no scraping! The advantage of this route is that you can **easily exit and merge** to the next road.

WAYPOINT #11:
Top of the Hill



Whichever route you took, they all merge near here. Carefully prepare for a drift to the right in advance, and don't hit any oncoming cars or the four trees in planters. Heading to the right early allows you to line up the shortcut (**Waypoint #12a**) or main road (**Waypoint #13**) to come.

WAYPOINTS #12A and #12B:
Tiny Tunnel and Narrow Alley



If you've lined yourself up, or can quickly scoot left at **Waypoint #12a**, you can boost into a short illuminated tunnel. As you emerge, either sharply turn right and head back to the main road and **Waypoint #13** (unwise), or boost across the main road to the second part of the shortcut.

Boost into the alleyway and stay in the middle, as the sides stick out and can cause you to crash. This a great place to slam a foe! As you reach the end of the alley, turn right, and merge onto the main road just south of **Waypoint #14b**. Watch for enemies and oncoming vehicles as you exit!



WAYPOINT #13:
Main Road Madness



The road from **Waypoint #11** to the four arches is bumpy and winding. Stay on the left side but avoid oncoming traffic. Accelerate to the archways immediately.



NOTE

Just prior to the bump and corner at **Waypoint #13**, you can sharply turn left into a wide road and catch the second part of the shortcut (**Waypoint #12b**), although this is only useful when you're chasing a particular foe or setting up an ambush.

WAYPOINTS #14A and #14B:
Takedown at the Temple, Into Town Square



If you took the main road, **pick one of four archways** to boost through. The left and right archways are tight but allow you to easily accelerate through without obstacles, as a barrier restricts you from the middle two arches. The middle arches keep you on the road and allow for a **Signature Takedown**; but watch for traffic in both directions as you enter!

After exiting via the arches (ideally one of the right two), you can actually head **between the temple columns** and expertly swing back out (either between or after the columns) into the road. This is useful for dealing with battling enemies or nimbly avoiding them. Continue to boost as the shortcut merges, heading to **Waypoint #15**.

WAYPOINT #15:
Tackling Old Town



As you reach the old town area, the road narrows and offers two paths. Continue straight (watching for oncoming cars appearing through the turning sign) to **Waypoint #17**, or make a quick left slide toward **Waypoint #16**.

WAYPOINT #16:
Car Care



Choose the left turn and you can head down the cobble street. Make a sharper right turn just before **Waypoint #16** as you must stay on the right side of the road (there's almost always an oncoming car to avoid).

WAYPOINT #17:
Jutting Menace



If you stayed on the road, you're forced to turn left, into a narrower road with a large archway halfway along. **Stay in the middle** of this path as the left side of the arch is a favorite spot for enemies who knock you into the wall. Drift right as the paths merge.

CAUTION

You cannot access the shortcut directly ahead of the road at **Waypoint #17**, as it is raised above ground.

WAYPOINT #18:
Penultimate Bend



Boost onward as you reach the next left corner, making sure you don't hit cross traffic or oncoming cars, drift out to the right side to avoid the left part of the road, then straighten up, and weave around oncoming traffic for more boost. Position yourself for the final turn.

WAYPOINT #19:
Turn In, Burn Out, and Complete Lap



Take this final corner as close to the left inside railing as you can, but be prepared to swerve around traffic when entering through the large yellow arrow signs. Then boost out toward the beginning of the freeway underpass to complete your lap.



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ETERNAL CITY

ETERNAL CITY TRACK #3: LONG [FORWARD]

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- 08 OVERVIEW



I WAYPOINT
 R RAMP
 S START
 COURSE ROUTE
 ROUTE (ABOVE GROUND LEVEL)
 ROUTE (BELOW GROUND LEVEL)
 S SHORTCUT ENTRANCE
 P SIGNATURE TAKEDOWN

You begin by squeezing through one of four arches, taking a left onto a wide road, and optionally heading right into an upper alley and jumping down, or heading around to the right on the main road as the alley crosses over you. When the routes rejoin, you reach a temple and courtyard, where you can zoom through more arches or take a shortcut on the right.

Both roads lead to the top of a main thoroughfare where you must dodge traffic as you descend, or maneuver into an alley on either side of the road. The base of the road holds another shortcut that shaves seconds off your time, but merges back on the main road. A second shortcut circumvents the twisting main street, taking you instead around a curved formal garden.

Both routes reach a castle wall arch that leads to a long straight road heading south. Take the road or an upper stone deck, then make a left onto a large open road for a couple of blocks. Drift right, then descend a wide series of stepped plateaus before the road splits once again. The alley on your right leads to a gap to boost over, which rejoins the main road near some market stalls.

A final choice of roads allows you to stay on the main tarmac and go through one of three arches, then make a right turn onto the freeway. Or, you can use the right-side shortcut and the freeway on-ramp (or fly over a gap). After racing up the freeway (on either side, minding the gap), you reach a busy (but wide) series of streets. Turn right, left, and finally right on this series of streets. This finally leads you to the courtyard where you began.

EVENTS

EVENT TYPE	RANK
BURNING LAP	—
ELIMINATOR	8
GRAND PRIX	4***, 5*, 10***
PREVIEW	4
RACE	—
ROAD RAGE	8
TRAFFIC ATTACK	5

* A Grand Prix race where you begin your series of races at this course
 *** A Grand Prix race where your third race is at this course

WAYPOINTS OF INTEREST

WAYPOINT #1: Underneath the Arches



Your lap begins in a courtyard, where you can ram and scatter tables before choosing one of four arches. Drive through the **third from the left** to set yourself up for a wide left turn. Drift as close to the left inside corner as you can without hitting oncoming traffic.



WAYPOINTS #2A and #2B: Bar Building Access and Alley Jump



A block down this wide thoroughfare, the main road continues to **Waypoint #3a**, but there's a shortcut on your right. Look for the **building with the "BAR" sign**, and drift at a 45-degree angle through the gates. The sides of the alley ahead are smooth; continue to accelerate.

The alley ascends to a gap one floor above the main road and you fly out, keeping your vehicle facing straight ahead and readying for a precise drift to the right as the alley rejoins the road just before **Waypoint #4a**. Note that you can drift right, just before you make the jump, and land on the main road heading to **Waypoint #3b** to add variety to your lap.

WAYPOINTS #3A and #3B: Main Road Right and Wider Alley Exit



Ideally, you should drift right, then cut inside this corner, looking ahead for any traffic to avoid. Once in the alley heading north, beware of oncoming traffic on your left. Almost immediately, you can drift left or continue northward along the wider road.

This route out of the alley area provides more room to maneuver as you make the slight left. You can smash through tables on your right, but **beware of an oncoming car** to your left. The road snakes right almost immediately; cut in the right corner and accelerate out to **Waypoint #4a**.

WAYPOINTS #4A, #4B, and #4C: Town Square Temple, Temple Takedowns, and Archway



The road splits to the right (leading to **Waypoint #5a**) at a town square; swerve here early or you'll hit a circular fountain monument. If you're determined to stay on the main track, accelerate along the road.

Remaining on the road's left side means avoiding oncoming traffic. Continue straight or swerve left; you can actually head **under the temple columns** and expertly swing back out (either between or after the columns), into the road. This is useful for dealing with battling enemies, or nimbly avoiding them.

Whether you used the temple columns or not, you must still **pick one of four archways** to boost through. The left and right archways are tight but allow you to easily accelerate through without obstacles, as a barrier restricts you from the middle two arches. The middle arches keep you on the road; watch for traffic in both directions as you enter! This is also an area to attempt a **Signature Takedown**.

WAYPOINTS #5A and #5B: Narrow Alley and Tiny Tunnel



If, at **Waypoint 4a**, you keep your racing line and drift right, correct yourself and boost toward the archway with the gates, right of the main road. You enter a narrow shortcut alley. Stay in the middle, as the sides stick out and can cause you to crash. This is a great place to slam a foe!

This shortcut concludes after you dart across a main road. Either turn left and join the road just after **Waypoint #6**, or finish this shortcut and dash through a short illuminated tunnel. Drift right as you emerge, so you can position yourself for the long downhill road to come.

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WAYPOINT #6:
Snaking Roadway



Continuing from the arches at **Waypoint #4c**, the road quickly snakes to the right, then straightens out as you reach a junction on your right. You can turn here and head southeast to the shortcut, but this is simply a waste of time. Instead, try to cut the corners in the bend, and watch for a couple of oncoming cars.

WAYPOINT #7:
Main Road Merge



The next section is a wide main thoroughfare. To reach it, you must merge right. There are four planters with a tree in each; zip around them before you run out of room. Expect **numerous vehicles** in the main road as you merge.

NOTE

The three ways down this main road are detailed in **Waypoints #8, #9, and #10**.

TIP

- The left route (**Waypoint #8**) is easily accessible but narrow, and taking it avoids combat.
- The middle route (**Waypoint #9**) offers a choice between oncoming and same-way traffic, with combat and dodging aplenty.
- The right route (**Waypoint #10**) is difficult to merge into, but once you're inside it's relatively safe but narrow.

WAYPOINT #8:
Left Side Alley



If you wish to avoid oncoming traffic—and can gauge the narrow space—keep to the far left side of the main road as you begin your descent, then swerve left of the guard rail to the alley. Stay **next to the rail** on the alley's right side because halfway along, the arches you're passing through become narrow. As you exit, you can easily access the shortcut on the right.

WAYPOINT #9:
Main Road Weaving



A second option is to tear down the main road itself. It's easier to **remain on the right side**, with the traffic flowing in your direction, compared to the left side where vehicles head directly at you. As you drive down, you can weave between seven planters; there are numerous options for taking out enemies in this area.

WAYPOINT #10:
Right Side Alley



The final route down this thoroughfare is accessed by a small opening at a workmen's scaffold. If you miss it, scoot in after the construction ends. The arches on this side of the street are easier to navigate, but don't wrap yourself around a lamppost! Merge left at the base of the descent, or stay to the right, hugging the right wall, and enter the shortcut.

WAYPOINT #11:
Bottom of the Hill



Whichever route you took, they all merge near here. You have two choices: either continue to **Waypoint #12**, or take the right-side cobblestones into the supposed "shortcut" through the iron archway. This rejoins the road at a right turn, giving you a great racing line. However, this isn't the fastest way around this area of the course.

WAYPOINTS #12A, #12B, and #12C:
Formal Garden Shortcut Parts One, Two, and Three



The fastest path through the northern twists of the Eternal City is via the easily missed gated alley at **Waypoint #12a**. Learn its location because you can line your car with the entrance as you speed past **Waypoint #11**, and enter without slowing down. Beware of cross traffic!

Once you're in this shortcut, continue at maximum velocity across the longer road route, and under an ivy-laden trellis with the domed chapel on your left. To avoid a doggedly determined enemy, swerve onto the main road and join the turn at **Waypoint #13a**.

However, it's best to save time and boost past the domed chapel, over the road again, through gates, and around a curved formal garden. Drift around as much of this turn as you can, then straighten up and aim directly for the castle wall arch ahead (**Waypoint #14**).

WAYPOINT #13A:
Around the Domed Chapel

If you're not worrying about a quicker time around the course (if you're waiting for an enemy to take down, for example), follow the increasingly bendy road from **Waypoint 12a**, around a sharp left hander (stay left, but watch for oncoming traffic), and accelerate around the domed chapel, staying to the right.

WAYPOINT #13B:
Sidewalk Swerving



Once around the chapel, you can attempt a severe immediate left turn into the formal garden, or better yet, keep on the main road before darting left, onto the sidewalk. Zip through a small series of arches on the way to the castle wall arch.

WAYPOINT #13C:
Main Road to the Castle Wall



After cruising around the domed chapel, continue southeast on the main road, heading for the castle wall arch ahead. Be aware of foes ambushing you from the sidewalk immediately left, or from the formal gardens exit.

WAYPOINT #14:
Castle Wall Battlements



The beginning of a long straight road starts after you head through this arch. The best plan is to drift across the right side of the arch, over the area of pavement, and onto the road before accelerating hard down the long straight.

WAYPOINT #15:
Upper Deck Pathway



When you reach this waypoint, easily visible if you look for a sign reading "HOTEL" vertically, you have a choice of routes. You can quickly drift left, hugging the wall and ascending an upper stone deck, or you can continue on the main road. The road is wider, but the deck is more spectacular!

WAYPOINT #16:
Long Straightaway



Assuming you stayed on the main ground-level road, stay in the middle or along the sides because there's an oncoming car or two on your left. You can reach incredible speeds down here—don't lose it at the corner! As you reach the left turn, drift out onto the street's right or middle, **around any cross traffic**.

WAYPOINT #17:
Wide Roadway



Once on the main roadway heading east, pick an area of the road and drive down it. You can optionally drive over the fencing scenery on the left and along the middle verge. Beware of oncoming traffic on the left, and ferocious foes dropping down from the upper deck exits (**Waypoints #18 series**). Line up for a fast right corner drift at **Waypoint #19**.

WAYPOINTS #18A, #18B, #18C, and #18D:
Upper Deck Exits One, Two, Three, and Four



Accelerate up this narrow raised deck, through the tables, and once under the covered stone roof, prepare to drift left at the corner. Your first option is to fly through one of the arched gaps and down onto the main road below (to **Waypoint #17**). It's difficult to land without crashing. This is also an area to attempt a **Signature Takedown**.

Or, you can drift left at the corner, straighten up, and then keep to the right as the deck drops to ground level and offers you an easy exit down to the main road.

Your next option after straightening up is to keep left, entering another covered stone deck, boosting up the stairs, along the upper level, and exiting via the right side archway. This is a gap and you'll land on the tarmac below. You can drive through all the arches on the right side too, although you'll lose time.

The final way out of the upper deck is to remain along the left wall, ignoring the right archway, and drive down the steps to the exit, merging right onto the main tarmac. This gives you a good racing line to the stairs descent ramp. This entire deck is **an excellent place** to leave an enemy wreck!



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WAYPOINT #19:
Stairs Descent



The end of the wide road leads to a giant set of steps down. There are three paths: down each side staircase or **over the ramp**. Remember to steer in the air as you descend; this is a great place for Vertical Takedowns! When you land, hit the steps, not the bushes or raised areas on the sides. Cut the lower left corner as close to the left side as you can.

WAYPOINTS #20A and #20B:
Alley Up, The Gap, and Back on Track



Diagonally across from the base of the steps is a **narrow alley** entrance. Take it if you wish to save time, and boost along the narrow road. If you aren't interested in this narrow shortcut, watch the oncoming vehicles and drift right at the next turn. Follow the lower road to the southeast.

Make sure you have **enough speed** to leap the gap over the other route below. Or, drift right as you reach the gap and drop down onto the road itself (to ambush an enemy, for example). Don't leap the gap too slowly or you'll smash into the opposite wall!

If you made the leap across from **Waypoint 20b**, the remaining exit route is a straight alley leading to a series of arches and a market stall on your right. Don't maneuver into any of the arches because your way is blocked. Simply exit via the arch directly ahead of you, and merge right, onto the main road.



WAYPOINT #21:
The Main Road



Ignoring the jumping shortcut allows you to boost at exceptional speeds down this thoroughfare. Be aware of traffic coming toward you, and avoid scraping the right wall as you can hit a jutting stone facade opposite the market stall.

WAYPOINT #22:
Decisions, Decisions



A couple of blocks away from the market stall is another shortcut choice. Either stay on the road and head toward a set of arches (**Waypoint #23**), or quickly dodge right down another shortcut side road (**Waypoint #24**).

WAYPOINT #23:
Three Arches



Stay on the main road, and you can enter three arches: two smaller ones flanking the middle. The easiest route is **straight through**, and the arches themselves are excellent for ridding yourself of an enemy. This is also an area to attempt a **Signature Takedown**. Attempt an impressive drift right after the arches, onto the main freeway as you spot the Colosseum.

WAYPOINT #24:
On Ramp or Off



Choose the shortcut, and you quickly reach a sharper right turn with two possible outcomes. Stay on the road, and you speed down the on-ramp to the freeway. Turn right slightly as you drift around the corner, and you fly off the road, over a shrub, and onto the freeway via a gap. **Don't drift too far right** and slam into the on-ramp wall!

WAYPOINT #25:
Going with the Flow



The longest straight of this course is an impressive stretch of freeway. Choose the road's right side and you weave around traffic going your way. This route takes you on an upper embankment, where you can **easily drop down** onto the oncoming traffic side of the freeway, or better yet, slam a foe there!

TIP

This is the place to boost, weave, slam, and attack without worrying about cornering!

WAYPOINT #26:
Going Against the Flow



Choose to weave against the traffic flow, and your journey is fraught with danger. Avoid traffic by staying to the **extreme left or right**, or keep your car over the dotted road marking line. Note that you can smash into the white-and-red barriers; they indicate the freeway's beginning and end.

WAYPOINT #27:
The Big Bend Right



Once on the city road, be aware of oncoming traffic to the left, **line up the corner** so you drift as close to the inside right area as possible, and boost around this bend.

WAYPOINT #28:
The Big Bend Left



The straight road to this waypoint has a cross street in the middle of it; watch for vehicles traveling from either side. Keep in the middle, ignoring the street's sides, then make a drifting left turn as close to the inside corner as possible. Dodge oncoming traffic as you head west, ideally diagonally toward the final waypoint.

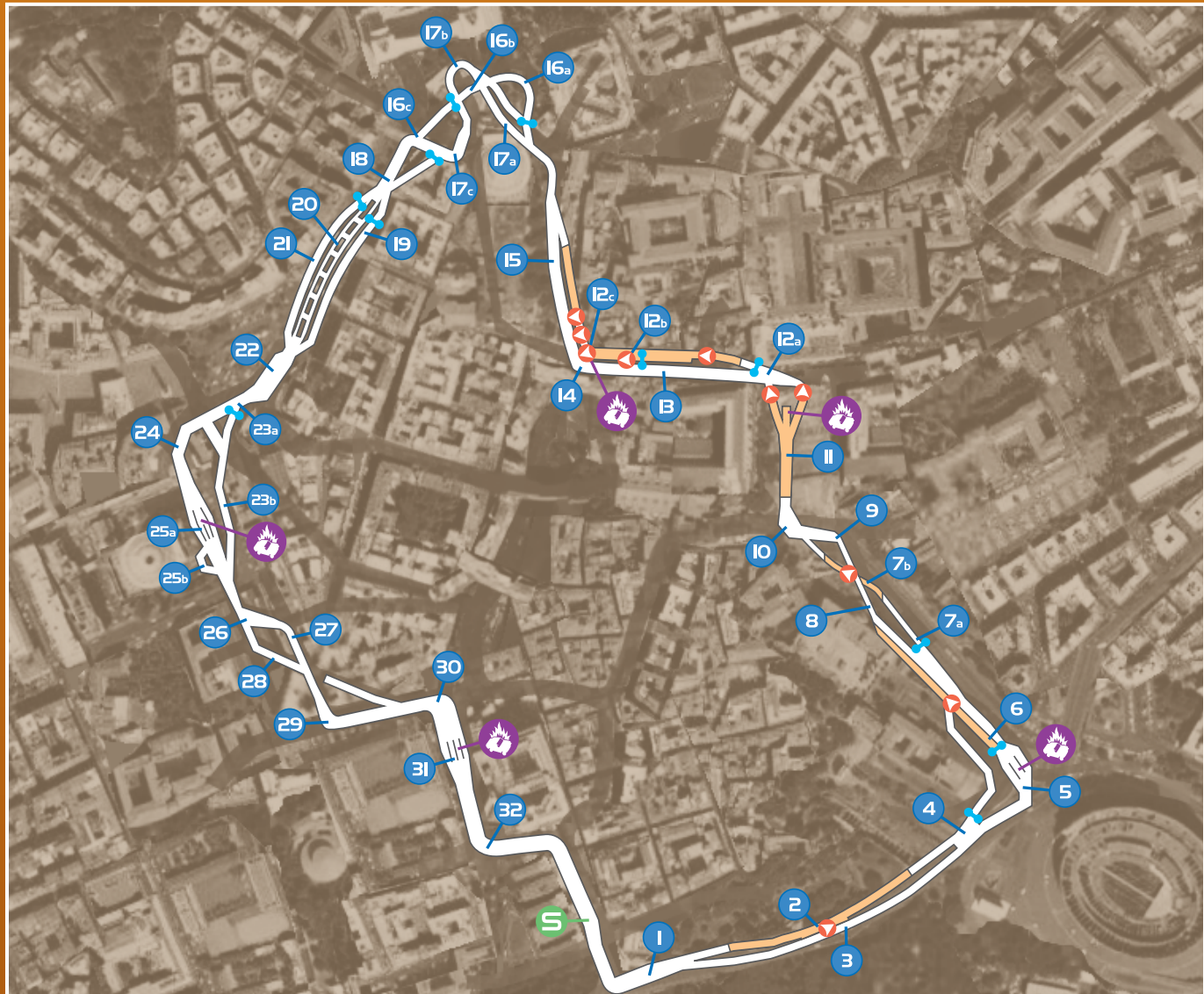
WAYPOINT #29:
Courtyard Corner and Lap End



Hit the scenery in the middle of the road as you reach this corner, drift right, keeping as **close to the right side** as you can, then right yourself and immediately position yourself toward your choice of archway ahead. Smash any scenery as you cross the courtyard and **complete a lap**.

ETERNAL CITY

ETERNAL CITY TRACK #4: LONG [REVERSE]



1 WAYPOINT
 ▶ RAMP
 S START
 — COURSE ROUTE
 — ROUTE (ABOVE GROUND LEVEL)
 — ROUTE (BELOW GROUND LEVEL)
 ⚡ SHORTCUT ENTRANCE
 👤 SIGNATURE TAKEDOWN

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OVERVIEW

From the wide road start, make a left turn and immediately choose whether you want to dodge oncoming freeway traffic, or boost through same-lane vehicles. Continue this midtown traverse until you reach the corner with the Colosseum to your right. You can enter a northern road via an off-ramp, or through one of three arches. Just after the arches are ramped steps to a jutting rooftop, or you can head right of a market stall to an off-ground ramp. Or simply use the road; all routes merge at the base of some giant steps.

Boost to the top, swing left, and either swerve into an upper deck of arched windows, or power down the main road to a right turn. The next road straightens out a considerable distance to a city wall archway. Through here lies a choice of two paths: to the right and wrapping round is a shortcut through a formal garden, past the rear of a domed chapel, then out to a congested main road. Or, you can head around the front of the domed chapel, then cut across or merge onto the main road.

Then comes a climb to the top of a city street, with three possible routes to choose from before they all merge to the right. Next comes a shortcut on the left, which cuts out a bump, and a left turn followed by a choice of four arches to drive through, past a temple, and into a town square. Now merged, the route continues to the old town, where two paths can quickly take you to the left or right side of a diamond-shaped city block before you emerge onto a wide roadway. After a final sharp left turn, you must swerve right, through one of four archways, then attempt a final left and right turn through wide city streets to complete a lap.

EVENTS

EVENT TYPE	RANK
BURNING LAP	—
ELIMINATOR	5
GRAND PRIX	—
PREVIEW	—
RACE	5, 8
ROAD RAGE	5
TRAFFIC ATTACK	8

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WAYPOINT #1:
Jostling for Position



Begin your lap by **aiming a racing line** for the first left turn; cut in on the left side, and try to shunt opponents if they are near, rather than letting them slam you. Once around the corner, beware of foes slamming you into traffic. Instead, pick a lane and **boost away**.



Gain the upper hand against racers at the beginning of this course by moving left into the "oncoming traffic" road to gain a little Boost.

WAYPOINT #2:
Oncoming Traffic Triumph



For those with lightning reflexes, stay to the left, gathering Boost power while dodging incoming traffic. Do this by staying at the track's extreme left or right sides. Stay on the track to easily reach **Waypoint #4**, or **drop down** to the right side lane when the gap presents itself.

WAYPOINT #3:
Midtown Madness



If you took the freeway where traffic is moving in your direction, simply **boost as fast as possible**. Slam foes into walls, other cars, or bash innocent drivers so they slam into your foes. Beware of enemy cars dropping down from the oncoming traffic drop point halfway along.

WAYPOINT #4:
Archway Avoidance



If you don't wish to chance a snarl up at the three archways (**Waypoint #5**), simply boost up the off-ramp (quickly turn and cross incoming traffic if you're traveling on the right roadway). If you exit the freeway in one piece, drift left early to avoid a jutting wall on your right, then boost to rejoin the main road from this shortcut.

WAYPOINT #5:
Colosseum Corner



Drift left at the end of the freeway, making sure you don't hit oncoming traffic, and choose to pass through one of three arches: two smaller ones flanking the middle. By far the easiest route is **straight through**, and the arches themselves are excellent for ridding yourself of an enemy. This is also an area to attempt a **Signature Takedown**.

WAYPOINT #6:
Ledge of Reason



If you passed through either the left or middle arch, you can easily access a shortcut along the left wall. Make a sharp turn onto the steps, and boost upward, then fly across a gap to a narrow jutting roof section that can take you all the way to **Waypoint #8**. Turn right slightly as you cross the gap or you'll slam into the corner of a building.



This shortcut is accessible only on this version of the Eternal City course. Remember it so you can surprise enemies and execute cunning Vertical Takedowns!

WAYPOINTS #7A and #7B:
Market Stall Shortcut Part One and Two



No matter which route you took to reach the main road, you can easily access a side **shortcut to the right** of a blocked-off market stall. Boost toward and through the numerous arches, then keep your vehicle straight for a jump to come.

Boost across the road below, pointing your vehicle at the **ground level alley** to come; this is a perfect opportunity to land on an enemy for a **Vertical Takedown**. Remember if you turn right just before the jump, you can land and head down the other road instead.

WAYPOINT #8:
On the Road Again



Whether you dropped in from the shortcut at **Waypoint #6**, or continued straight down the road from the arches, this long stretch of enclosed road offers traffic to ram. Watch out for enemy cars dropping in from the gap on the right, from **Waypoint #7a**.

WAYPOINTS #9 and #10:
Main Road to the Steps



At the end of the straight stretch of road, make a quick left as the road widens out, staying as close to the inside corner as you can. Boost forward, and **be aware** of both oncoming traffic in the left lane, and enemy cars zooming in from the shortcut exit.

The base of the steps is where a fierce battle usually takes place if you're in a Race-type event. Cut right, smashing through the furniture at the base of the steps, then drift left as you ascend.

WAYPOINT #11:
Ascension



Whether you're battling multiple enemy cars, or boosting up here on your lonesome, ignore the potted plants and grass verges, and simply take the **left side** of the steps all the way to the top. Drift left just as you reach the top so you have enough time to make the corner. Watch out for the circular wall in the top-middle of the steps!

TIP

Ramming foes into this middle wall at the top of the steps results in a Signature Takedown that's only available on this version of the Eternal City course.

WAYPOINTS #12A, #12B, and #12C:
The Deck Shortcut: Parts One, Two, and Three



There are two ways to go at the top of the steps; the first is to drift left with vigor so you don't slam into the wall, and then quickly dart right, **into the open archway** leading up some steps. Boost up here, keeping in a straight line so you aren't caught on the left window arches.

If you miss this turning, locate a second entrance just before the dip in the main road. Drift right when you spot the lights at **Waypoint #12b**, or merge before the low wall prevents you near the cross street.

As you enter the covered upper deck and drift right, you spot a number of archways on the left as you corner. You can drop out of any of these, slam a foe into them, or simply complete the corner and boost northward and out of the exit ramp. This area is also one of the few places where you can attempt a **Signature Takedown**.

WAYPOINT #13:
City Route Weaving



If you don't wish to use the deck shortcut, make a severe left at the top of the steps; ideally pointing your car left as you reach the top. Then **merge efficiently** onto the road, watching for incoming cars on the left. There's scenery to disturb in the middle of the road, but otherwise, boost away!

WAYPOINT #14:
Tight Turn Right



Prepare for a sharp right turn as the main road drops into a dip near **Waypoint #12b**. Look ahead for traffic congestion, dart around it, and make sure your right turn is severe to avoid an oncoming cars.

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WAYPOINT #15:
Straight Shot



Stay in the middle or along the sides; there's an oncoming car on your left, while same-way traffic can slow you down if you crash. Boost down here to achieve **incredible** (and dangerous!) speeds, and watch for merging foes from the deck exit on your right. At the castle wall arch, drift across the left side of the arch, over the area of pavement, and onto the road.

WAYPOINTS #16A, #16B, and #16C:
Formal Garden Shortcut Parts One, Two, and Three



Line yourself up so your vehicle is traveling straight from the castle wall arch directly into the formal garden entrance on your right. Once in the garden, drift around as much of this turn as you can, then straighten up and aim directly across the crossroad toward **Waypoint #16b**.

Once you're in this shortcut, continue at maximum velocity across the longer road route, and under an ivy-laden trellis with the domed chapel on your right. To avoid a doggedly determined enemy, swerve onto the main road and join the road at **Waypoint #16b**.

Boost across the next cross street (beware of cars incoming from the right), and smash the gates leading to a stone path out to the base of an uphill main road. With heavy traffic, there's congestion here. React instantly and head left or right of it; it's in the middle of your racing line!



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CAUTION

Watch out for enemy cars while traversing from **Waypoint #16a** to **Waypoint #16b**. Avoid foes by reducing speed or gently drifting behind them.

WAYPOINT #17A:
Castle Arch to Domed Chapel



If you ignore the racing line into the formal garden shortcut, zoom down the road itself. Then make a severe left turn into the shortcut behind the domed chapel (**Waypoint #16b**), or head toward the left U-turn itself.

WAYPOINT #17B:
Chapel U-turn



If you're not worrying about a quicker time around the course (if you're waiting for an enemy to take down, for example), follow the increasingly bendy road from **Waypoint #17a**, and accelerate around the domed chapel, staying to the inside left near the small concrete posts.

WAYPOINT #17C:
Traffic Congestion



Watch for cars on the left and right as you boost past the last shortcut on your right, and make a slight right turn toward the main road; choose the **shortcut on the left** side of the street to cut out a left turn into oncoming traffic. Look out for vehicles, as this area is likely to be packed with them!

WAYPOINT #18:
Base of the Hill



The start of this climb through the most congested part of this course is fraught with danger and is usually where you'll crash. Prepare to evade or slow down for the traffic here. **Choose a path** upward and stick with it!

NOTE

The three ways up this main road are detailed in **Waypoints #19, #20, and #21**.

TIP

- The left route (**Waypoint #19**) is easily accessible but narrow, and taking it avoids combat.
- The middle route (**Waypoint #20**) offers a choice between oncoming and same-way traffic, with combat and dodging aplenty.
- The right route (**Waypoint #21**) is difficult to merge into, but once you're inside it's relatively safe but narrow.

WAYPOINT #19:
Left Side Alley



If you wish to avoid oncoming traffic—and can gauge the narrow space—keep to the far left side of the main road as you begin your ascent (easily accessed from **Waypoint #17c**), then swerve left of the guard rail to the alley. Stay **next to the rail** on the alley's right side. As you exit, merge between oncoming vehicles to the right.

NOTE

You can keep straight through a small covered construction area, and follow the yellow arrows that push you right, instead of merging.

WAYPOINT #20:
Main Road Weaving



A second option is to tear up the main road itself. It's easier to **remain on the right side**, with the traffic flowing in your direction, compared to the left side where vehicles head directly at you. As you drive up, you can weave between seven planters; you have numerous options for taking out enemies in this area.

WAYPOINT #21:
Right Side Alley



The final route up this thoroughfare is accessed at the opposite side of the street, and you must nimbly weave through traffic to reach it. The arches on this side of the street can catch the sides of your car, so no scraping! The advantage of this route is that you can **easily exit and merge** to the next road.

WAYPOINT #22:
Top of the Hill



Whichever route you took, they all merge near here. Carefully prepare for a drift to the right in advance, and don't hit any oncoming cars or the four trees in planters. Heading to the right early allows you to line up the shortcut (**Waypoint #23a**) or main road (**Waypoint #24**) to come.

WAYPOINTS #23A and #23B:
Tiny Tunnel and Narrow Alley



If you've lined yourself up, or can quickly scoot left at **Waypoint #23a**, you can boost into a short illuminated tunnel. As you emerge, turn sharply right and head back to the main road and **Waypoint #24** (unwise), or boost across the main road to the second part of the shortcut.

Boost into the alleyway, and stay in the middle, as the sides stick out and can cause you to crash. This a great place to slam a foe! As you reach the end of the alley, turn right, and merge onto the main road just south of **Waypoint #25b**. Watch for enemies and oncoming vehicles as you exit!

WAYPOINT #24:
Main Road Madness



The road from **Waypoint #22** to the four arches is bumpy and winding. Stay on the left side, but avoid oncoming traffic, and move around the inside left of the turn, but don't get hung up or hit the small concrete posts. Accelerate to the archways immediately.

WAYPOINTS #25A and #25B:
Takedown at the Temple, Into Town Square



If you took the main road, **pick one of four archways** to boost through. The left and right archways are tight but allow you to easily accelerate through without obstacles, as a barrier restricts you from the middle two arches. The middle arches keep you on the road, and allow for a **Signature Takedown**; but watch for traffic in both directions as you enter!

After exiting via the arches (ideally one of the right two), you can actually head **between the temple columns** and expertly swing back out (either between or after the columns), into the road. This is useful for dealing with battling enemies or nimbly avoiding them. Continue to boost on as the shortcut merges, heading to **Waypoint #26**.

WAYPOINT #26:
Tackling Old Town



The road narrows as you reach the old town area, and the fork in the road offers two paths: continue straight (watching for oncoming cars appearing through the turning sign to thwart your progress) to **Waypoint #28**, or a quick left slide toward **Waypoint #27**.

WAYPOINT #27:
Car Care



Choose the left turn, and you can head down the cobble street. Make a sharper right turn just before **Waypoint #27** as you must stay on the road's right side; there's almost always an incoming vehicle to avoid.

NOTE

Just prior to the bump and corner at **Waypoint #24**, you can sharply turn left, into a wide road, and catch the second part of the shortcut (**Waypoint #23b**), although this is only useful when you're chasing a particular foe or setting an ambush.

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WAYPOINT #28:
Jutting Menace



If you stayed on the road, you're forced to turn left, into a narrower road with a large archway halfway along. **Stay in the middle or the right** of this path as the left side of the arch is a favorite spot for enemies to knock you into the wall, and an oncoming car usually appears to really cause problems. Drift right as the paths merge.

CAUTION

Ignore the shortcut at Waypoint #28—it is inaccessible.

WAYPOINT #29:
The Road Widens



Boost onward as you reach the next left corner, making sure you don't hit cross traffic or oncoming cars, drift out to the right side to avoid the left part of the road, then straighten up, and optionally weave around oncoming traffic for more boost. Position yourself for the next turn.

WAYPOINT #30, #31, and #32:
Archway Crunch and Lap Complete



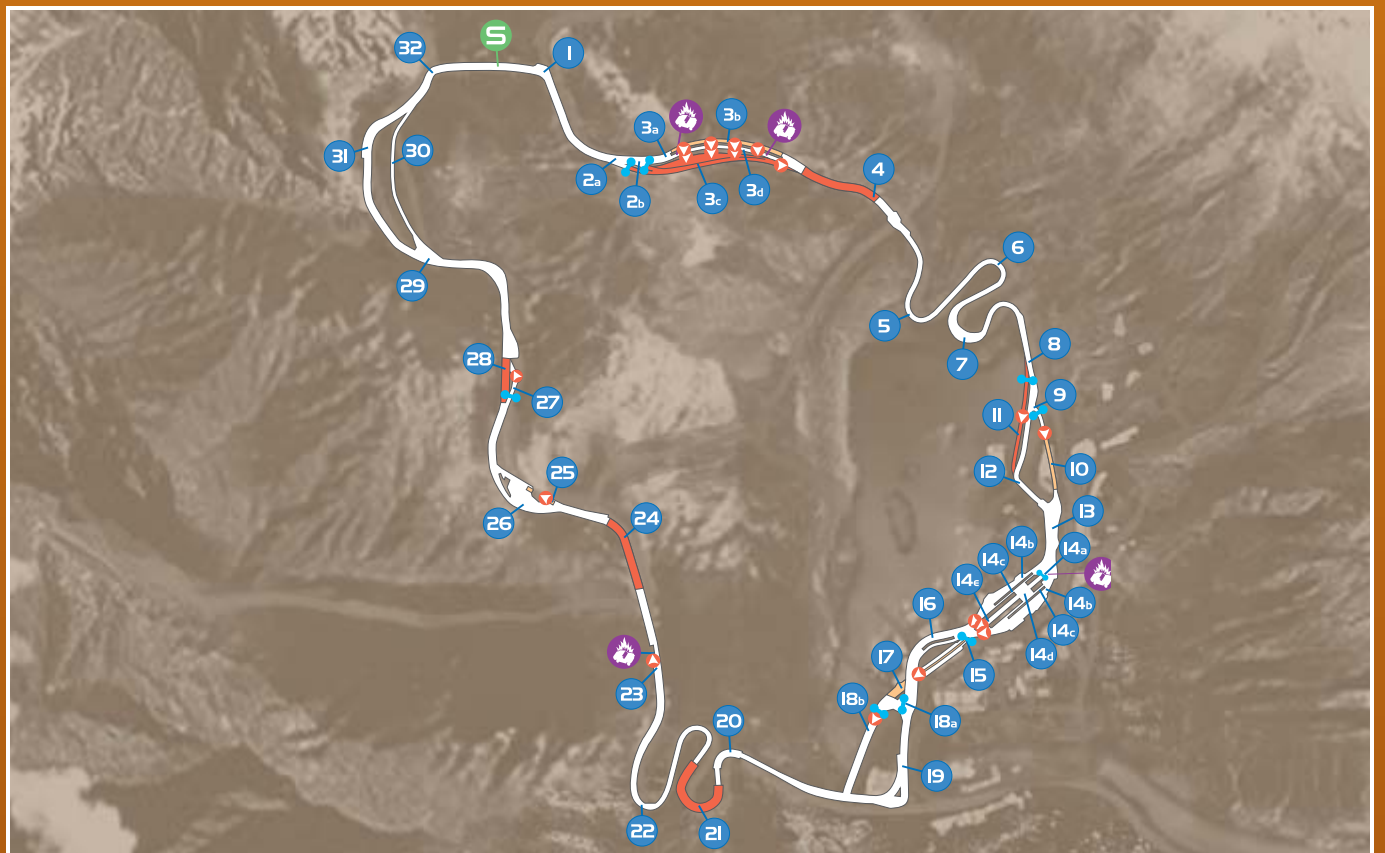
Attempt to take this corner as close to the right inside corner as you can, and line yourself up with any of the columns. The **middle two** are preferable as you're less likely to be slammed into a wall. Note that you can attempt a **Signature Takedown** here. Boost on through, then cut in on the inside of the next left and right corners. Watch for an **incoming vehicle** or two on the final stretch as you complete a lap.

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WHITE MOUNTAIN

WHITE MOUNTAIN TRACK #1: [FORWARD]



- 1 WAYPOINT
- RAMP
- S START
- COURSE ROUTE
- ROUTE (ABOVE GROUND LEVEL)
- ROUTE (BELOW GROUND LEVEL)
- SHORTCUT ENTRANCE
- SIGNATURE TAKEDOWN

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OVERVIEW

Starting on a bridge, head right through a two-tiered mountain road with a dangerous dirt track below it. Merge into a tunnel that sets you up for a series of four dangerous switchback turns. Descend to the town of White Mountain. A shortcut on the right near the main road isn't as fast as taking a boost across a narrow alley, but both lead you to the large clock tower in mid-town.

Speed around or through the clock tower and choose an exit out of White Mountain town: a shortcut over a glass-roof corridor to a humpback bridge (which can be accessed from the ground, too) or a lengthy drive along the main road. The exits from town merge and another series of vicious switchbacks climb up through the mountains to a bridge, part of which is missing. This leads to a tunnel and a long, snaking mountain road with two spectacular jumps to try (or avoid). The road splits into two at a spectacular gorge, where you must avoid plummeting off roads with no barriers. Finally, the roads rejoin at the bridge where you began.

EVENTS

EVENT TYPE	RANK
BURNING LAP	5
ELIMINATOR	2
GRAND PRIX	5**, 6***
PREVIEW	—
RACE	2, 8
ROAD RAGE	8
TRAFFIC ATTACK	5, 10

** A Grand Prix race where your second race is at this course
*** A Grand Prix race where your third race is at this course

WAYPOINTS OF INTEREST

WAYPOINT #1: Fight on the Right



Just before the camera switches behind your car, swerve left to catch a Boost for being in an oncoming traffic lane, then **drift sharply at the right corner**. You're likely to be struck by foes here, so watch for the impact and wrestle away. Turn the corner and drift right, or remain near the left wall to avoid oncoming traffic.



WAYPOINTS #2A and #2B: Cliffside Exit to Cliffside Exit #2



Maintain your speed as the main road curves left and look for the overhang ahead. Just before you reach it (watch for oncoming traffic on your left), there's a **shortcut to the right**. It takes you down a bumpy dirt road that parallels the two covered, tiered roads above.

Just after you pass under the first overhang and before you enter the two-tiered tunnel (**Waypoint #3a**), there's a second, almost identical shortcut on the road's outer edge. Use this shortcut only if you know the course, as it's **easy to lose control** on its surface.

WAYPOINTS #3A, #3B, #3C, and #3D: Two-Tiered Tunnel Entrance, Top Tier, Dirt Road, and Bottom Tier



The two-tiered tunnel presents numerous **Vertical Takedown** and other slamming opportunities for the *Burnout* professional. The entrance allows you to head left into oncoming traffic, or stay right on the lower tier, going with the traffic. Choose early so you don't ram the middle support arches!

The upper tier allows quicker access to the next tunnel if you keep to the right side and **attempt the racing line**. While avoiding oncoming vehicles isn't too difficult, you may use this route to escape from action, or drop down to the lower tier through an archway. Angle the descent and slow down or you'll simply crash into the archway.

Access the dirt road from **Waypoint #2a**, which joins the second entrance at **Waypoint #2b**. You can also drop down while on the lower tier, through the arches. Be **very careful**, as a quick shove can send you plummeting off the cliff! Keep straight and use the fence on the edge to steady yourself. Merge just before the tunnel.

The lower tier allows you to play it safe, keeping with the flow of traffic, but also allows you to ram vehicles that are annoying you. Beware of foes dropping down from above and heading in from the outer edge dirt road. Boost up the slope at the end.



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NOTE

If you're on the dirt road below, you can boost up the side of the road and back onto the lower tarmac road through one of the exterior arches at any time.

TIP

Gain a spectacular *Signature Takedown* at any point on the lower of the two tarmac roads by slamming a foe to the outer edge and off the side of the cliff. *Nasty!*

WAYPOINT #4:
Tunnel to Crossroads



As you enter the tunnel, position yourself to shoot out and over the crossroads after the tunnel ends. Drift and **increase your speed** and peer ahead to check that there's no traffic at the intersection.

WAYPOINT #7:
Descending Switchbacks Part Three



There's even more room to drift around the third switchback, but beware—don't venture too close to the left wall as a jutting stone causes problems. Instead, tap the brake and boost as normal, straighten out, and attempt exactly the same tarmac-hugging tactics on the final, right bend.

WAYPOINT #8:
Willkommen in White Mountain!



As you reach the base of the hill, you enter the **Swiss town of White Mountain** (or "Weißer Berg"). The shortest way through is via a shortcut ramp ahead (**Waypoint #9**). However, an optional route on your right (**Waypoint #11**) usually has less enemy traffic.

WAYPOINT #5:
Descending Switchbacks Part One



Once you've passed the intersection, keep your speed up and slide right until you reach the first switchback, then **"feather" the gas** (tap it while boosting) until you swing your vehicle left, while keeping as close to the tarmac as possible. Don't get too close to the left interior bend or you'll crash.

WAYPOINT #6:
Descending Switchbacks Part Two



Straighten up and keep away from the right wall as jutting stones can hamper your progress. Keep at full speed until you reach the next switchback and **tap the brake** as you turn severely right. Boost out of the turn, straighten once more, and continue your progress.

WAYPOINT #9:
Narrow Shortcut to Town



A moment after the first shortcut, a second presents itself. Stay on the left and **aim for the steps** early to avoid hitting the sturdy barrier on the right. Travel at speed. Although this route is narrow, it's straight and the walls can buffer you in the correct direction.

WAYPOINT #10:
Getting Some Mountain Air



After a boost up the steps, fly over a narrow cobblestone street, land and adjust your trajectory, and attempt a second boost as the end of the street opens up to a main courtyard (**Waypoint #13**). Prepare for enemies coming in from the right.

TIP

Notice the fences and umbrella stands? These are all breakable and allow you to take even shorter routes than you'd think!

WAYPOINT #11:
Castle View



To avoid traffic on the main road, try a side shortcut (under the welcome sign) that runs next to a lake. Boost up it in a straight line as quickly as possible. Watch out for enemies dropping in from the main road unexpectedly, then **drift left as you merge** back on the road.

WAYPOINT #12:
Bratwurst Case Scenario



The longest path to the center of town is the left corner at the end of the main road. It's advisable only if you're slamming into traffic or battling away. Drift left and line up with the archway ahead. Don't hit the sides or you'll stop dead! Drift right as you merge into the main town, watching for foes coming in from the left.

WAYPOINT #13:
Clock This



Once you've drifted right from **Waypoint #12** or swooped in from **Waypoint #10**, the main artery through town opens up and allows a lot of weaving, battling, and setting up for the multitude of routes through the clock tower building (**Waypoints #14a, #14b, and #14c**) ahead. Choose your direction early.

WAYPOINTS #14A, #14B, and #14C:
Clock Tower of Terror (All Areas)



Main entrance



Main road, left side



Main road, right side



Archway, left side



Archway, right side

The **biggest structure in town** is the clock tower and the buildings attached to it. You can spot the entrance early and it's a great route (of course, enemies have the same plan, so watch for jostling!). It's also the shortest and most direct route to shortcuts ahead.

The roads and arches on either side of the clock tower allow **one of two plans**: for the first, remain on the outer road. There's no real possibility of crashing here, and the left side road, although it has oncoming traffic, allows you to line up with the shortcut at **Waypoint #15**. The slightly shorter right road curves to the left and has same-way traffic to contend with. You can cut in toward the end of the clock tower building on either side, and use the ramp (**Waypoint #14e**).

Alternately, drive through the archways. Smash the low fence and use supreme skill to avoid hitting the arch supports. A second later, swerve onto the main road or into the clock tower itself, as the middle section is open. **Practice** this feat because it is extremely difficult! Finally, you can swerve into the clock tower interior from either main road, too! Again, this takes some incredible driving!

TIP

If you're going to boost onto the ramp, make sure you're facing Waypoint #15 and have enough speed to land on top of the shortcut, or you'll just embarrass yourself!

TIP

Slamming a foe into the clock tower entrance just before you enter grants you an amusingly spectacular Signature Takedown!



WAYPOINTS #14D and #14E:
Clock Tower Interior to Giant Ramp



Once you enter the clock tower, turn right ever so slightly, then boost through the interior courtyard, smashing tables and heading for the archway opposite. It's possible but not really necessary to swerve violently to one side and exit the building. Watch for insane enemies attacking from these sides, too!

At the far end of the building is a large archway that leads immediately to a slab of sloping stone. Fortunately, you can **boost up and over it**, leaping the main road below and landing on the glass-roof corridor (**Waypoint #15**) shortcut. This is a great way to set up for quickly exiting the town. Watch for foes using the ramp from the left and right archways or main road.

WAYPOINT #15:
Glass-Roof Corridor (and Interior)



Upper route



Lower route

This shortcut is especially useful as you can travel on the upper or lower surfaces; the upper is a glass corridor that allows you to boost across to **Waypoint #17**. The lower corridor has support columns to weave in and out of or slam foes into. Enter this shortcut from the previous left side main road or after a low speed boost over the giant ramp.

WAYPOINT #16:
Main Town Corner



If you've negotiated the madness of the clock tower and missed or ignored the shortcut (**Waypoint #15**), begin to accelerate, drift around the large left curve, and straighten up for the road out of town (**Waypoint #19**). There's oncoming traffic on the left, so get extra Boost here. Optionally head into the inside archways or smash foes into them.



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WAYPOINT #17:
Platforming Action



Only accessible via the glass corridor (**Waypoint #15**), boost over the main road and land on a raised stone platform, ideally steering a little to your left. You drop down the steps, landing back on the ground and positioning yourself for an excellent exit. Or, swerve left as you make the leap, and land at **Waypoint #18a**, ideally when chasing a foe down.

WAYPOINTS #18A and #18B:
Out of Town the Quick Way Parts One and Two



From the exit of the lower corridor (**Waypoint #15**), or around the bend from **Waypoint #16**, is a reasonably straight road south out of town. Optionally, you can drift right, through the shortcut signs and tree (or take the road around the left side of the tree). Line up for the left side of the humpback bridge.

If you took the platform down from **Waypoint #17**, or swerved from **Waypoint #18a**, you can use the small humpback bridge to boost over the right railing to straighten yourself. Boost over the upcoming straight road to **gain valuable seconds** over the fools using the long route out of town! Drift right severely at the end of the road when you merge and beware of foes coming in from the left.

WAYPOINT #19:
Auf Wiedersehen, White Mountain!



The main route out of town straightens up after the bridge, where you can do some serious boosting. Watch for and take a turn on the right, because it cuts out the more severe outer corner. Then straighten up, boosting toward the mountain switchbacks. Watch for enemies coming out of the shortcut exit (**Waypoint #18b**).

WAYPOINT #20:
Switchbacks Revisited Part one



Once you've exited the town from either main exit, stay in the oncoming lane (unless you're ramming traffic), gain some Boost, and use it on the long straight to this first switchback heading up White Mountain. As usual, **tap the brake and boost**, staying on the tarmac and turning left sharply.

WAYPOINT #21:
Switchbacks Revisited Part Two



Remain in the middle as you enter a tunnel and boost as much as possible, swinging right as tightly as you can and braking while accelerating at the same time. Keep this up until you've drifted completely around the tunnel. Boost out, and at the next tight switchback, slow and drift left using the same technique.

WAYPOINT #22:
Switchbacks Revisited Part Three



After another straight heading south, where you can really boost away, there's a final switchback on the right. Don't scrape the inside wall. Stay on the tarmac and **drift expertly with brake-tapping**. Boost up over the rise, staying in the middle of the road to avoid oncoming vehicles.

WAYPOINT #23:
Bridging the Gap



Once over the rise, watch for innocent vehicles coming in from the side road, then boost onto the bridge. In later Events, this area swarms with traffic, so keep cool, and **gain wicked air** by launching over the concrete ramp. Or, stay between lanes to avoid traffic. You'll obtain some handy Boost for the leap.



Slamming, bashing, or otherwise incapacitating an enemy vehicle at this ramp is more than simply satisfying; it's imperative if you're collecting Signature Takedowns!

WAYPOINT #24:
White Out



Scream through this tunnel. If there's traffic, stay in the center or sides and drift out as the tunnel exits and the road continues left. As soon as you exit the tunnel, you must decide which of the two forthcoming routes to take (**Waypoint #25** or **#26**) and position yourself accordingly.

WAYPOINT #25:
Danger! Cliff!



Throw caution to the wind, and for a spectacular shortcut that increases your Boost significantly, stay on the right, hit the grass, and head over a rickety bridge entrance. **The bridge is missing**, so you need to be traveling more than 150 mph to reach the other side. Stay straight, then drift right, so you don't hit the hut on the way out.

WAYPOINT #26:
No Danger! Corner!



If you didn't have the racing line (or bravery) to take the jump, simply drift around the long right curve. You can break the right fence and **weave to the right of the hut**, surprising enemies who are landing from the jump. Just don't swerve right too early, or you'll drop into the gap!

WAYPOINT #27:
Danger! Another Cliff!



The lunacy continues **if you have the stomach for it**. Boost along the road looking for the shortcut lights on your right. Steer right a little, but point your vehicle left slightly as you hit another ramp and fly over another gap. Land on the other side, or optionally take the jump at less than 130 mph and severely steer left to land in the tunnel gap. This isn't wise, but it is possible!

WAYPOINT #28:
Two-Tone Tunnel



If you didn't engage in maniacal activity on the right, keep pointing forward and boost through this short tunnel, which has an opening on the right where those with incredible skill can land from the jump at **Waypoint #27**. Nudge enemies into this outer gap. **It's fun!**

WAYPOINT #29:
Decisions, Decisions



The road sweeps left after the tunnel. **Stay on the inside left to gain time**. Then boost over this rise and look ahead for the triangular road sign. This is in the middle of the two roads; speed left or right of it, not into it!

WAYPOINT #30:
Oh, Crap! Part One



Take the right side of the road from the signpost and you'll be on one of the most dangerous roads in the world! Stay in the middle, keeping your speed up, and drift right as the road bends, as if this were a normal slight bend. It isn't—on **either side is a death plummet!** This is great for taking out enemies or gaining position on those terrified to try this route! Just don't drive near either edge!

WAYPOINT #31:
Oh, Crap! Part Two



The other, **marginally less scary** route is around the upper bridge. This has the advantage of a rock wall to stop a death plummet on the left side, but you're not so lucky on the right; stay well away from the edge if you're battling. The drawback is the oncoming traffic, so stay in the road's middle or extreme left for best results.

TIP

Ready for a game of chicken? Try drifting as close to the sheer drop as fast as you can without falling off! Oh, and see if you can boost off the top route and onto the one below; try this as you near the merge...if you've got some time on your hands!

WAYPOINT #32:
Bridge over the Ridge, and Complete Lap



Once you've expertly negotiated the two roads of terror, boost onward as the road widens out and stay to the right as you reach the corner. Drift right, making sure you **skate over the green verge**. Then boost immediately to complete a lap.



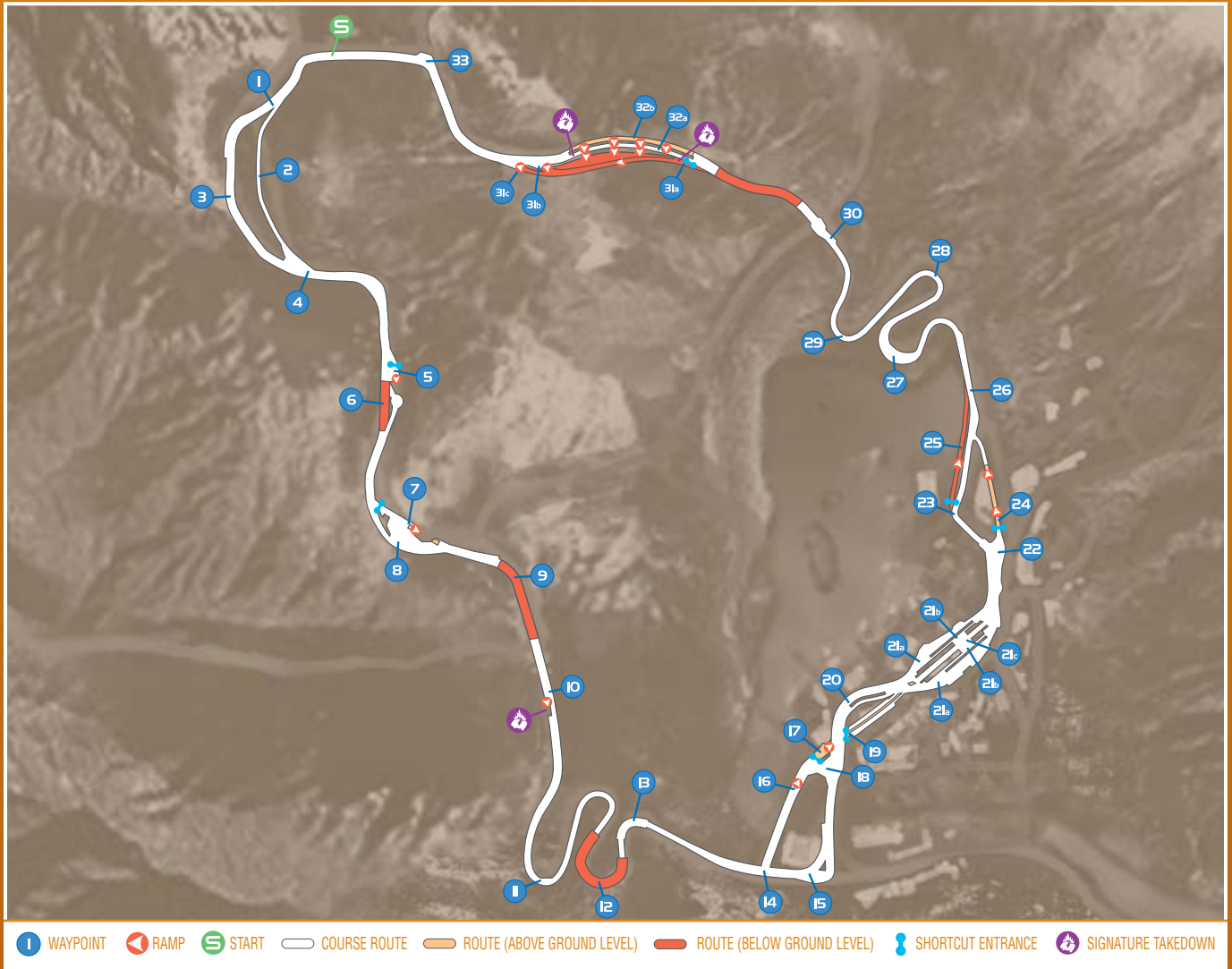
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WHITE MOUNTAIN

WHITE MOUNTAIN TRACK #2: [REVERSE]

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OVERVIEW

You begin on a bridge high above a gorge. Make a left turn, then choose one of two precarious roads above the gorge, with little or no safety barriers. Then comes a snaking mountain road with two ramps on the left side to optionally leap before reaching a tunnel and a straight run-up to a partially crumbling bridge. Launch or avoid the gap, then drift expertly down a series of switchbacks until you reach the town itself. Enter the town via one of two main arteries. The left (and shorter) one allows you to boost up onto an upper glass-roof corridor that takes you directly to town. Or you can stay on the ground and use the lower corridor, or the longer main road.

Then negotiate a clock tower (simply drive around the right side) before locating two town exits: the left long road by the pond with its own shortcut, or a quicker ramped and narrow passage. Once out of town, ascend a series of nasty switchbacks to a tunnel, then negotiate a two-tiered highway with its own cliff-side dirt-track shortcut and double exits below. Once these merge, only a final left corner separates you from completing a lap.

EVENTS

EVENT TYPE	RANK
BURNING LAP	2
ELIMINATOR	8
GRAND PRIX	2*, 8**
PREVIEW	6
RACE	—
ROAD RAGE	5
TRAFFIC ATTACK	8

* A Grand Prix race where you begin your series of races at this course
** A Grand Prix race where your second race is at this course

WAYPOINTS OF INTEREST

WAYPOINT #1:
Bridge over the Ridge



Boost from the starting point, swerving immediately left to catch some “oncoming” Boost power, then steer and drift left, making sure you **skate over the green verge**. Then line yourself up with one of the terrifying mid-air roadways to come.

WAYPOINT #2:
Oh, Crap! Part One



Take the left side of the road from the junction to one of the most dangerous roads in the world! Stay in the middle, keeping your speed up, and drift left as the road bends as if this were a normal slight bend. It isn't—on **either side is a death plummet!** This is great for taking out enemies or gaining position on those terrified to try this route! Just don't drive near either edge, and weave early to avoid oncoming traffic.

WAYPOINT #3:
Oh, Crap! Part Two



The other, **marginally less scary** route is around the upper bridge on the right. This has the advantage of a rock wall to stop a death plummet on the right side, but you're not so lucky on the left; stay well away from the edge if you're battling. Don't scrape the right wall, as the jutting rock face causes you to crash. Drift tight as you reach both left bends.



WAYPOINT #4:
Mountain Pass Madness



After you've traversed one of the two frightening roadways, you can begin to really boost across the snaking mountain pass ahead. At the merge, stay on the left, **mowing the grass** for a better racing line, but don't move too far left or you'll plummet over the edge! Stay tight and right at the bend.

WAYPOINT #5:
Danger! Cliff!



The lunacy continues **if you have the stomach for it**. Boost along the road looking for the shortcut lights on your left. Steer left a little, but point your vehicle straight as you hit a ramp and fly over a gap. Land on the other side and weave right immediately. Although there's a gap in the tunnel to your right, it isn't wise (or easy) to land a car in there.

WAYPOINT #6:
Two-Tone Tunnel



If you didn't engage in maniacal activity on the left, keep pointing forward and boost through this short tunnel, which has an opening on the left where those with incredible skill can land from the jump at **Waypoint #5**. Nudge enemies into this outer gap. **It's fun!**

WAYPOINT #7:
Danger! Another Cliff!



Throw caution to the wind, and for a spectacular shortcut that increases your Boost significantly, stay on the left side of the road, hit the grass and turn left past the hut, and up over a rickety bridge entrance. **The bridge is missing**, so you'll need to be traveling over 150 mph to reach the other side. Stay straight, and head for the tunnel.

WAYPOINT #8:
No Danger! Corner!



If you didn't have the racing line (or bravery) to take the jump, simply drift around the long left curve. You can **weave left just after the hut**, surprising enemies who are landing the jump. Just don't swerve left too early, or you'll drop into the gap! This is good for shaving time from the corner; just smash through the middle of the fences.

WAYPOINT #9:
Tunnel to Bridge



Make a swift right drift and scream through this tunnel. If there's traffic, stay in the center or sides, and straighten up as the tunnel descends to a bridge span. As soon as you exit the tunnel, decide which part of the bridge (**Waypoint #10**) you're going to drive over.

WAYPOINT #10:
Bridging the Gap



Watch for innocent vehicles coming in from the side road, then boost onto the bridge. In later Events this area swarms with traffic, so keep cool, and ideally **gain wicked air** by launching over the concrete ramp (steer near the right wall or you'll miss the ramp). Or, stay between lanes to avoid traffic. You'll obtain some handy Boost for the leap.



To increase your collection of Signature Takedowns, try your hand at crashing into enemies on this ramp.

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WAYPOINT #11:
Switchbacks Part One



Once you've exited the bridge, stay in the oncoming lane (unless you're ramming traffic), gain some Boost, and use it over the rise to this first switchback heading down White Mountain. As usual, **tap the brake and boost**, staying on the tarmac, and turn left sharply.

WAYPOINT #12:
Switchbacks Part Two



Boost as you straighten out, and at the tight switchback, slow and drift right using the same technique. Stay off the walls as you enter a tunnel, and **remain in the middle**. Boost as much as possible, swing left as tightly as you can, and brake while accelerating at the same time. Keep this up until you've drifted completely around the tunnel.

WAYPOINT #13:
Switchbacks Part Three



After another short straight, there's a final switchback on the right. Don't scrape the inside wall. Stay on the tarmac and **drift expertly with brake-tapping**. Straighten up, then boost down the hill to the town entrance, staying in the middle of the road to avoid oncoming vehicles.

WAYPOINT #14:
Guten Tag, White Mountain!



As you reach the base of the hill, you enter the **Swiss town of White Mountain** (or "Weißer Berg"). Hug the left pavement and slide your vehicle onto a narrow road heading north. This corner is initially hard to spot, so watch for the low wall and drift as you spot it.

WAYPOINT #15:
Guten Tag, White Mountain Part Two!



If you missed the shorter entrance, continue for a block, then watch out for a **curved turning on the left**, and take it; it cuts out the more-severe outer corner. Then straighten up, boosting toward the town and avoiding the jutting building on the left.

WAYPOINT #16:
Humpback Bridge



If you took the shorter entrance to town (**Waypoint #14**), you zip over the small humpback bridge. Boost over and negotiate one of two routes, both of which require incredible timing. For either route, you must point your car to the right as you boost over the bridge or you'll slam into a wall on the left.

TIP

All roadside scenery is yours to smash at your discretion!

WAYPOINT #17:
Platforming Action



If you're an adept driver with a very fast car (with a top speed of more than 185 mph), drift left over the bridge (**Waypoint #16**), then up the steps and launch yourself across the main road and onto the top part of the glass-roof corridor (**Waypoint #19**). Any vehicle with a slower top speed **will not make the jump!**

TIP

Negotiating the stepped platform is one of the most difficult maneuvers on this course. Here are some options:

- With a really fast car, boost up the steps at 185+ mph, and land on the glass-roof corridor.
- Or, slow down as you reach the ramp, land below the corridor roof, and move into the ground level corridor.
- Or, slow down, drift left on the platform (or slightly earlier), and point your car toward the curved main road (**Waypoint #20**) and land there.

WAYPOINT #18:
Tree's Company



From the humpback bridge (**Waypoint #16**), you have another option if the stepped platform is giving you trouble. Drift right through the shortcut signs and tree (or take the road around the right side of the tree). Watch for traffic in both directions since rivals are zooming up the road from the right (**Waypoint #15**).

WAYPOINT #19:
Glass-Roof Corridor



This shortcut is especially useful because you can travel on the upper or lower surfaces. The upper is a glass corridor that allows you to boost across to **Waypoint #21**. The lower corridor has support columns to weave in and out of, or slam foes into. Enter this from the main road or after a top-speed boost over the stepped platform.

WAYPOINT #20:
Main Town Center



Just before the madness of the clock tower, and if you missed the glass-roof corridor, begin to accelerate and drift around the large right curve and straighten up for the clock tower (**Waypoint #21**). There's oncoming traffic on the left, so get extra Boost here. Optionally head into the inside archways or smash foes into them.

WAYPOINTS #21A, #21B, and #21C:
Clock Tower Terror (All Areas)



Main road, left side



Main road, right side



Archway, left side



Archway, right side



Interior

Unlike the Forward course, you cannot enter the clock tower. The giant stone ramp blocks your path. Therefore, you can use one of four routes to weave around this monument.

The roads and arches on either side of the clock tower allow for **one of two plans**: you can remain on the outer road (there's no real possibility of crashing here, although the left side road has oncoming traffic). The right road curves to the left, has same-way traffic, and is slightly shorter. You can cut in across the outer courtyards at any time.

Or, you can drive through the archways: Smash the low fence, and use supreme skill to avoid hitting the arch supports. A second later, swerve out onto the main road, or into the clock tower itself as the middle section is open. **Practice** this feat as it is extremely difficult! Finally, you can swerve into the clock tower interior from either main road, too! Again, this takes some incredible driving!

WAYPOINT #22:
Clocking Out



Once you've drifted around the clock tower, the main artery through town opens up and allows a lot of weaving, battling, and setting up for the two exits to come. Look for them early. **Drift quickly** into the left turn through the archway by spotting your exit and reacting immediately.

WAYPOINT #23:
Bratwurst Case Scenario



If you drifted left at the main courtyard, and boosted through the archway, you have two possible methods of exiting town (unfortunately neither are as quick as the passageway at **Waypoint #24**). Drift on the inside right corner, or shoot left and into the shortcut hut entrance, and accelerate hard.

WAYPOINT #24:
Getting Some Mountain Air



After a boost up the steps, fly over a narrow cobblestone street, land and adjust your trajectory, and attempt a second boost as the end of the street opens up to the main road out of here (**Waypoint #26**). Prepare for enemies coming in from the left.

WAYPOINT #25:
Pond of Death



To avoid traffic on the main road, take a side shortcut (under a hut) that runs next to a pond. Boost down it in a straight line. Watch out for enemies dropping in from the main road unexpectedly, then **drift right as you merge** back on the road.

WAYPOINT #26:
Auf Wiedersehen, White Mountain!



Swerve left onto the main road from the narrow shortcut (**Waypoint #24**), or boost down the main road or left shortcut, and finally straighten up as you leave town. You encounter a vicious set of switchbacks as you climb the final hill. Extreme driving is required!

WAYPOINT #27:
Switchbacks Revisited Part One



Enter the first corner, which isn't a true switchback, and don't venture too close to the left side wall as a jutting stone causes no end of problems. Instead, **tap the brake and boost as normal**, straighten out, and attempt tarmac-hugging tactics on the first 190 degree turn.

WAYPOINT #28:
Switchbacks Revisited Part Two



Straighten out and keep away from the right wall, as jutting stones hamper your progress. Keep at full speed until you reach the next switchback, and **tap the brake** as you turn severely left. Boost out of the turn, straighten once more, and continue.

WAYPOINT #29:
Switchbacks Revisited Part Three



For the final bend, keep your speed up and slide right at the last switchback, then **"feather" the gas** (tap it while boosting) until you swing your vehicle right, while keeping as close to the tarmac as possible. Don't get too close to the right interior bend, or you'll crash.

WAYPOINT #30:
Crossroads to Tunnel



Steer left slightly as you complete the switchbacks. Drift and **increase your speed**, and peer ahead to check that there's no traffic at the intersection. As you enter the tunnel, position yourself to shoot out toward either the final shortcut or the tiered road.

WAYPOINTS #31A, #31B, and #31C:
Getting Dirty



The dirt road is accessed from **Waypoint #31a**. Steer left as you emerge from the tunnel, and line yourself up early. You can also drop down while on the lower tier, through the arches. Be **very careful** as a quick shove can send you plummeting off the cliff!

Keep straight, and use the fence on the edge to steady yourself. Then choose an exit road. The one on the right is easy to spot. It involves a bouncing series of bumps and a launch over and onto the main road, just before the final overhang. Do **not** take this jump at top speed, or you'll hit the roof of the overhang!

Instead, try maneuvering to the left while on the dirt road, along the left exit path that avoids the overhang completely. However, **one wrong move** up the side of the dirt road can cause you to lose control. Use this exit only once you've learned to boost through it at speed, and try Vertical Takedowns upon landing.

WAYPOINTS #32A and #32B:
Two-Tiered Tunnel (Top and Bottom Roads)



The two-tiered tunnel presents numerous **Vertical Takedown** and other slamming opportunities for the *Burnout* professional. The entrance allows you to head left, into oncoming traffic, or stay right, on the upper tier, going with the traffic. Choose early so you don't ram the middle support arches!

The upper tier allows quicker access to the remainder of the course if you keep to the left side and **attempt the racing line**. Use this route to escape from action, or drop down to the lower tier through an archway. Angle the descent and slow down, or you'll simply crash into the archway.

Beware of foes **dropping down from above**, and heading in from the outer edge dirt road. Boost up the slope at the end, and stay on the right side near the wall to avoid traffic. Once both routes merge, drift right, hugging the inside of the bend.



While on the lower tarmac road, aim to shove an enemy off the side of a cliff to gain a Signature Takedown.

WAYPOINT #33:
Back on the Bridge and Complete Lap



Once you've made the long right turn, stay in the middle, judge the inside turn, and drift across and **hug the inside left turn** on the final bend. Watch for vehicles oncoming through the yellow arrows. Then accelerate to finish your lap.





CENTRAL ROUTE

CENTRAL ROUTE TRACK #1: SHORT [FORWARD]



- 1 WAYPOINT
- RAMP
- S START
- COURSE ROUTE
- ROUTE (ABOVE GROUND LEVEL)
- ROUTE (BELOW GROUND LEVEL)
- SHORTCUT ENTRANCE
- SIGNATURE TAKEDOWN

OVERVIEW

Beginning in mid-town, boost forward along the wide road as it turns right into a narrow alley with ramped boosting opportunities on either side. Speed through an intersection, then dash through one of two subsequent alleys. These merge at an intersection that offers two more roads that merge a block later. Then comes a sharp right turn, then another (this second turn splits into two parallel corners).

The road straightens up for a final choice of routes: take the left shortcut, cutting out a sharp left turn. Now on a main highway, you can boost around to the right onto a very wide road. Keep your eyes peeled for either an alley on the left to cut through or a left turn to make. These join at a sharp right (with two parallel turns to choose). Then zip across a final straight.

EVENTS

EVENT TYPE	RANK
BURNING LAP	-
ELIMINATOR	9
GRAND PRIX	2***, 6*, 9**
PREVIEW	2
RACE	-
ROAD RAGE	-
TRAFFIC ATTACK	-

* A Grand Prix race where you begin your series of races at this course
 ** A Grand Prix race where your second race is at this course
 *** A Grand Prix race where your third race is at this course

- 01
- 02
- 03
- 04
- 05
- 06 TRACKS
- ASIA
- Central Route Eastern Bay
- 07
- 08

WAYPOINTS OF INTEREST

WAYPOINT #1:
Refuse to Budge



Boost from the starting line, ideally **steering to the right** so you can instantly begin collecting oncoming Boost power. As your speed increases, you'll see arrows pointing right, into an alley. The turn is slight and you can ride up on the right sidewalk, smashing a bunch of debris as you enter the alley.



WAYPOINTS #2A, #2B, #2C, and #2D:
Action Alley Parts One, Two, Three, and Four



A second later, you're into the narrow alley heading north. This is where a race can be won or lost, as most of the battling takes place here thanks to the **numerous methods of completing this section**. The most obvious, of course, is to remain in the middle, where you can slam foes and point your vehicle at the junction to come (**Waypoint #3**).

If you drift left as soon as you hit the alley and remain right next to the left wall, you can boost across the stepped low-level ramp and plinth, saving you from bombardment by foes on the ground level. If you go fast enough and stay left, you land just before the entrance to **Waypoint #2c**.

A second after you encounter the left-side low ramp, there's a dip in the alley, also on your left. Be **very careful** if you're approaching this dip from the middle of the alley, as you can smash into the low wall at the entrance. Keep left, then boost out the other end.

If you missed or ignored the left undulating ground, fear not. Stay on the right side of the alley and boost up the scaffold ramp onto a rickety platform that runs all the way to the intersection. Drop off at any time, or off the end, and try for a **Vertical Takedown**.

WAYPOINT #3:
Two Ways to Go



The end of the alley opens up to an intersection. The side roads are blocked, offering only a wide alley directly ahead (**Waypoint #4**), or a narrower (but shorter) route to the right. Watch for foes landing from the scaffold platform as you reach this intersection and choose a path quickly.

WAYPOINT #4:
Steps Must Be Taken



The easier of the two routes is the wide alley, allowing you to **keep going at maximum speed** up the steps, collecting extra Boost, then landing and drifting right at the end corner. Hug the right inside pavement area as you emerge.

WAYPOINT #5:
Right Side Alley



If you're determined to enter the narrower and shorter alley on the right, it's best to take the low ramp and dip on the left side of the first alley, keeping left at the intersection. Then **turn right well before the alley entrance** or you'll slam into the middle wall.

WAYPOINT #6:
Two-Way Intersection



Either route leads to an intersection: on the **left is a shortcut**, which is easier to boost into if you've just used the narrow alley (**Waypoint #5**). Stay left and smash through garbage, then barrel through the gates to the concrete tunnel. Otherwise, bear right toward the main road area. Position your car early to avoid hitting the central concrete blockage.

WAYPOINT #7:
Going Underground



This keeps you moving through the route as quickly as possible and sets you up for the right turn ahead (**Waypoint #9**). Drop down, keeping your speed up, and drift right as you exit. Aim for the inner right corner at the next waypoint.

WAYPOINT #8:
Main Road North



If you didn't have enough time to drift left into the shortcut, keep your vehicle steady and at speed, and boost onward along the road to the right. It's wide enough and **about as quick as the subterranean path**. Watch for foes merging on the left at the next intersection.

WAYPOINT #9:
Long Inside Left Turn



Once the paths rejoin at the previous intersection, ready yourself for a swift corner. Fortunately, it is **wider than you might think**. Boost around as quickly as you can, but be sure to drift onto the right pavement area, scattering scenery.

WAYPOINTS #10A and #10B:
You've Got to Be Skidding (Left and Right)



Take the left route if you're worried about oncoming traffic and keep to the middle of the road as you drift around the corner. Don't get too close to the right wall or you'll lose speed.

Take the right road if you can avoid oncoming traffic. The racing line from **Waypoint #9** allows you to head onto the pavement forecourt on the right, cutting the tarmac road completely, before rejoining as the routes merge.



WAYPOINT #11:
Two Ways to Travel



You're about to exit this enclosed section of town, but before you do, speed through this intersection, **skim the right side of the road** as it bulges out, and try to keep your racing line straight all the way into the next shortcut (**Waypoint #12**).

WAYPOINT #12:
Cutting the Corner



Remain straight after the intersection, perhaps steering slightly left onto the sidewalk and into a narrow tunnel that allows you to ignore the right side corner (**Waypoint #13**). Drift left as you exit, hugging the left wall.

WAYPOINT #13:
Clipping the Corner



If you missed the opportunity to cut this corner (**Waypoint #12**), steer right slightly. As you reach the left corner, cut in on the left, ignoring the tarmac and smashing the debris on the pavement instead. Stay left as you boost to the intersection.

WAYPOINT #14:
Highway to the Danger Zone



As the routes merge, you fly across an intersection. Although the road has traffic going your way, it's wide enough that you can dodge. Boost and stay on the inside right as the road bends in this direction. Once it widens out completely, be ready for a shortcut on the left (**Waypoint #15a**).



WAYPOINTS #15A and #15B:
Enter the Dragon to Exit the Dragon



The dragon alley, so-called because of the green neon sign at the entrance, is a great shortcut to use when playing catch-up, but it's difficult to battle enemies inside the narrow alley beyond. Make a **slight left drift** as you enter, then immediately straighten out.

Inside the dragon alley, you can smash through garbage on each side, but watch for a small truck on the left as you enter. The exit puts you in line for the corner shortcut (near **Waypoint #17**).

WAYPOINT #16:
Chasing the Dragon



Did you miss the dragon alley entrance on the left? Then play catch-up by **expertly sliding left** at the next corner. Stay close to the left and boost down the hill to the tight corner to come. Beware of those exiting the dragon alley.

WAYPOINT #17:
Two-Choice Corner and Complete Lap



If you're unfamiliar with the road, drift around the outer main road corner, staying as close to the right side as possible. Or, **if you know the layout** (watch for the solid wall and support strut on the right side), or are coming from the dragon alley, drift through the inner shortcut corner. Once around the bend, keep right and boost over the line to finish a lap.



The dragon alley has a hidden surprise. Defeat an enemy between the entrance and exit Dragon signs and receive a **Signature Takedown!** This is the only **Signature Takedown** opportunity in the Short course.

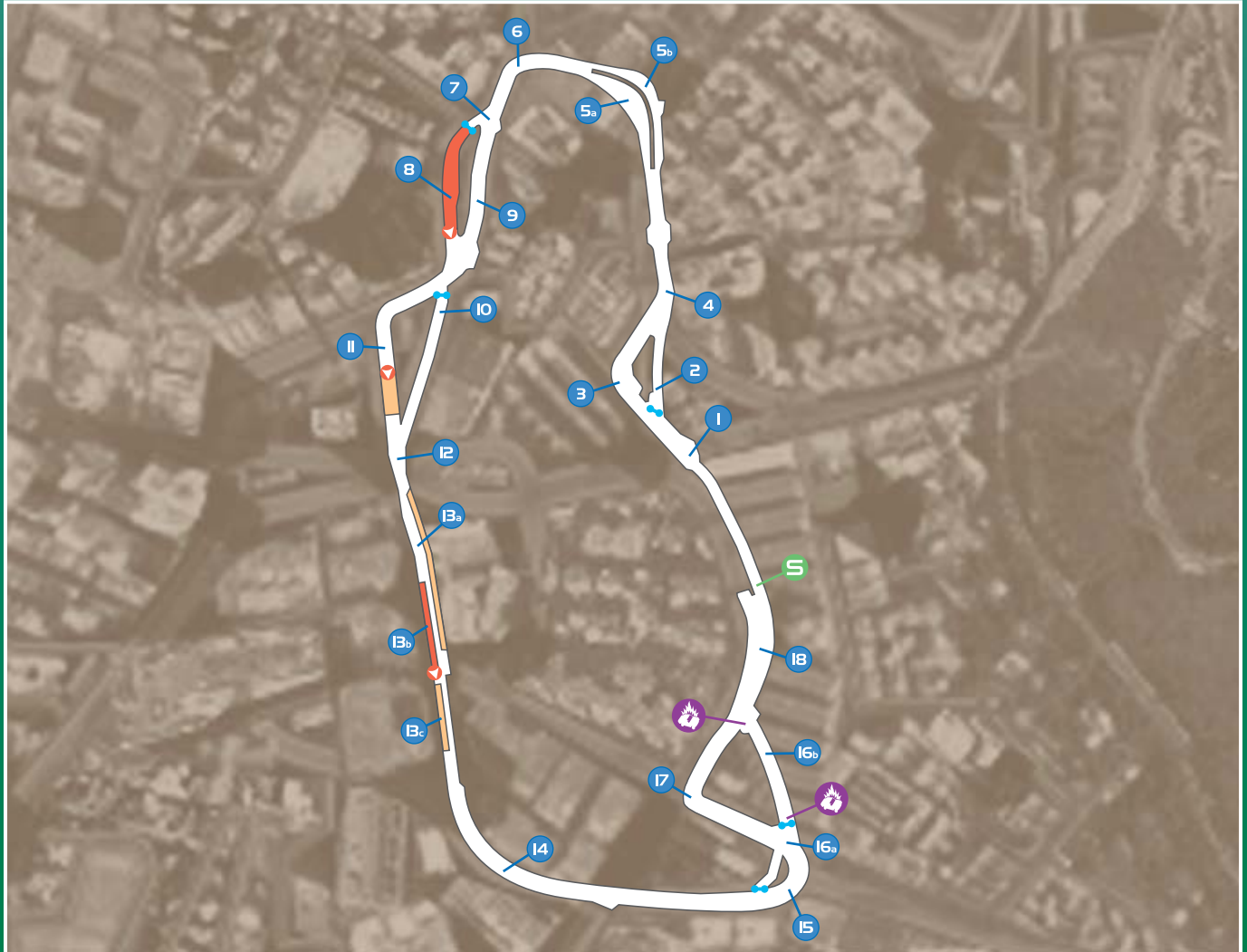




CENTRAL ROUTE

CENTRAL ROUTE TRACK #2: SHORT [REVERSE]

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I WAYPOINT
 R RAMP
 S START
 — COURSE ROUTE
 — ROUTE (ABOVE GROUND LEVEL)
 — ROUTE (BELOW GROUND LEVEL)
 — SHORTCUT ENTRANCE
 — SIGNATURE TAKEDOWN

OVERVIEW

Beginning at one end of a raised highway that bends left, this highway leads to two possible right turns into town, one of which is a straight but narrow tunnel. Once the routes rejoin, there's a sharp left corner split into two parallel sections, then a wide left turn as the route heads south. After an intersection, you can choose to remain on the road or boost down into an underground tunnel, then back to merge again.

Once that's done, you must line up one of two alley paths; one with steps, the other more direct. Both lead to another intersection, then a long alleyway with undulating ground on the right side. Drifting left onto the main road, you have limited time and a difficult corner to drift around (with an inner and outer route to choose from). The inner corner allows direct racing lines up the dragon alley to rejoin the main road. The main road, meanwhile, mimics the shortcuts, but with wider corners, and both roads cross each other. Once both merge, the lap is complete.

EVENTS

EVENT TYPE	RANK
BURNING LAP	—
ELIMINATOR	6
GRAND PRIX	10**
PREVIEW	—
RACE	6, 9
ROAD RAGE	6
TRAFFIC ATTACK	9

** A Grand Prix race where your second race is at this course

WAYPOINTS OF INTEREST

WAYPOINT #1:
Highway to the Danger Zone



As you begin, drive around a long left curve, ideally smashing enemies as you go. Remember: you're on the right and there's **likely to be oncoming traffic**. Boost and stay on the left inside as the road bends in this direction. Once the two routes appear, choose one and dart in the appropriate direction.

WAYPOINT #2:
Clipping the Corner



If you missed the opportunity to cut this corner (**Waypoint #3**), steer right slightly, and as you reach the right corner, cut in on the inside, ignoring the tarmac and smashing the debris on the pavement instead. Stay left as you boost to the intersection.

WAYPOINT #3:
Cutting the Corner



Drift left to line up with this shortcut, perhaps steering slightly right onto the sidewalk and into a narrow tunnel that lets you ignore the right side corner (Waypoint #2). Drift left as you exit, hugging the left wall.

WAYPOINT #4:
Two Ways to Corner



You're about to enter a series of roads shrouded by tall buildings, but before you do, speed through this intersection. **Skim the left side of the road** as it bulges out, and try to keep your racing line straight all the way into the left of the next two corners.

WAYPOINTS #5A and #5B:
You've Got to Be Skidding (Left and Right)



Take the left road unless you completely miss the entrance. The racing line from **Waypoint #4** lets you head onto the pavement forecourt on the left, cutting the tarmac road completely, before rejoining as the routes merge.

Take the right route **only if you were knocked here**—it's longer and there's oncoming traffic. Stay in the middle of the road as you drift round the corner; don't get too close to the left wall or you'll lose speed.



WAYPOINT #6:
Long Inside Left Turn



Once the corners rejoin as you're heading west, get ready for a swift corner. Fortunately, it is **wider than you might think**. Boost around as quickly as you can, but be sure to drift onto the left pavement area, scattering scenery.

WAYPOINT #7:
Northern Intersection



As you complete the corner, you reach an intersection. On the **right is a shortcut**, which is easier to boost into if you've just used the racing line and stayed on the inside of the corner. Stay right and smash the gates to the concrete tunnel. Or, bear left, continuing on the main road area. Position your car early to avoid hitting the central concrete blockage.

WAYPOINT #8:
Going Underground



Not only does this keep you moving through the route as quickly as possible, but it sets you up for the narrow alley ahead (**Waypoint #10**). Drop down, keeping your speed up, and drift right as you exit. Aim for the left shortcut.

WAYPOINT #9:
Main Road South



If you didn't have enough time to drift right into the shortcut, keep your vehicle steady and at speed, and boost onward along the road to the left side. It is wide enough and **about as quick as the subterranean path**; watch for foes merging on the right at the next intersection.

WAYPOINT #10:
Left Side Alley



If you're determined to enter the narrower and shorter alley on the left, it's best to take the concrete tunnel below ground previously, then **turn left as you exit**. Line up with the alley entrance or you'll slam into the middle wall. Boost straight down here.

WAYPOINT #11:
Steps Must Be Taken



The longer of the two routes is the wide alley. Keep your speed up, hug the left pavement as you enter, then zoom in at **maximum speed** up the steps, collecting extra Boost. Then land and drift left at the exit. Keep left as you emerge.

WAYPOINT #12:
Into the Alley



Both previous roads merge and the area opens up to an intersection. The side roads are blocked, offering only an alley directly ahead (**Waypoints #13a, #13b, and #13c**). Point your vehicle to accelerate toward the right wall, or keep in the middle.



You can't access the scaffold platform you used in the Forward course. Don't stay right at the intersection, or you'll hit the end of the scaffold, where there's no ramp!

WAYPOINTS #13A, #13B, and #13C:
Action Alley Parts One, Two, and Three



WAYPOINT #14:
Refuse to Budge



Races are won or lost at this narrow alley because most of the battling takes place here, thanks to the **numerous methods of completing this section**. The most obvious, of course, is to remain in the middle, where you can slam foes and point your vehicle at the bend to come (**Waypoint #14**).

A second after you enter the alley on the right side, there's a dip near the wall. Be **very careful** if you're approaching this dip from the middle of the alley, as you can smash into the low wall at the entrance. Keep right, then boost out of the other end.

If you remained next to the right wall and already traversed the dip, boost across the stepped low-level ramp and plinth, which saves you from bombardment by foes on the ground level. Go fast and stay right, then drift left as the alley exits.

As you emerge from the alley, tear through the left sidewalk, smashing a bunch of garbage as you enter the main road. Stay on the right side to collect oncoming Boost, then **line yourself up** for one of the two corners to come. The inner one is quicker.

WAYPOINT #15:
Two-Choice Corner



WAYPOINTS #16A and #16B:
Enter the Dragon to Exit the Dragon



On this Central Route track, you only have one opportunity for a Signature Takedown, so take out an enemy between the entrance and exit Dragon signs to score a spectacular Signature Takedown.

If you're unfamiliar with the road, drift around the outer main road corner, staying as close to the left side as possible. Or, **if you know the layout** (watch for the sharp racing line, solid wall, and support strut as you enter) and want to line yourself up with the dragon alley, drift through the inner shortcut corner.

The dragon alley, so-called because of the green neon sign at the entrance, is a great shortcut to use when playing catch-up, but it's difficult to battle enemies inside the narrow alley beyond. Make a **slight right drift** as you enter, then immediately straighten out.

Inside the dragon alley, you can smash through garbage on each side, but watch for small jutting walls on the left as you enter. Knock the scenery about if you wish, although the main point in heading up here is to save time and batter enemies. The exit deposits you on the main road.

WAYPOINT #17:
Chasing the Dragon



Did you miss the dragon alley entrance on the right? Then play catch-up by **expertly sliding right** at the next corner. Stay close to the right, then boost along the main road to the two-tiered highway split. Beware of those enemies exiting the dragon alley to your right.

WAYPOINTS #18:
Main Road Merge and Complete Lap



Venture into the main road, rely on your dodging skills, and stay on the inside as the road bends to the left. Remember to **check the sides** as you merge for enemies who took one of the other routes. Watch for same-way traffic, then boost across to finish the lap.

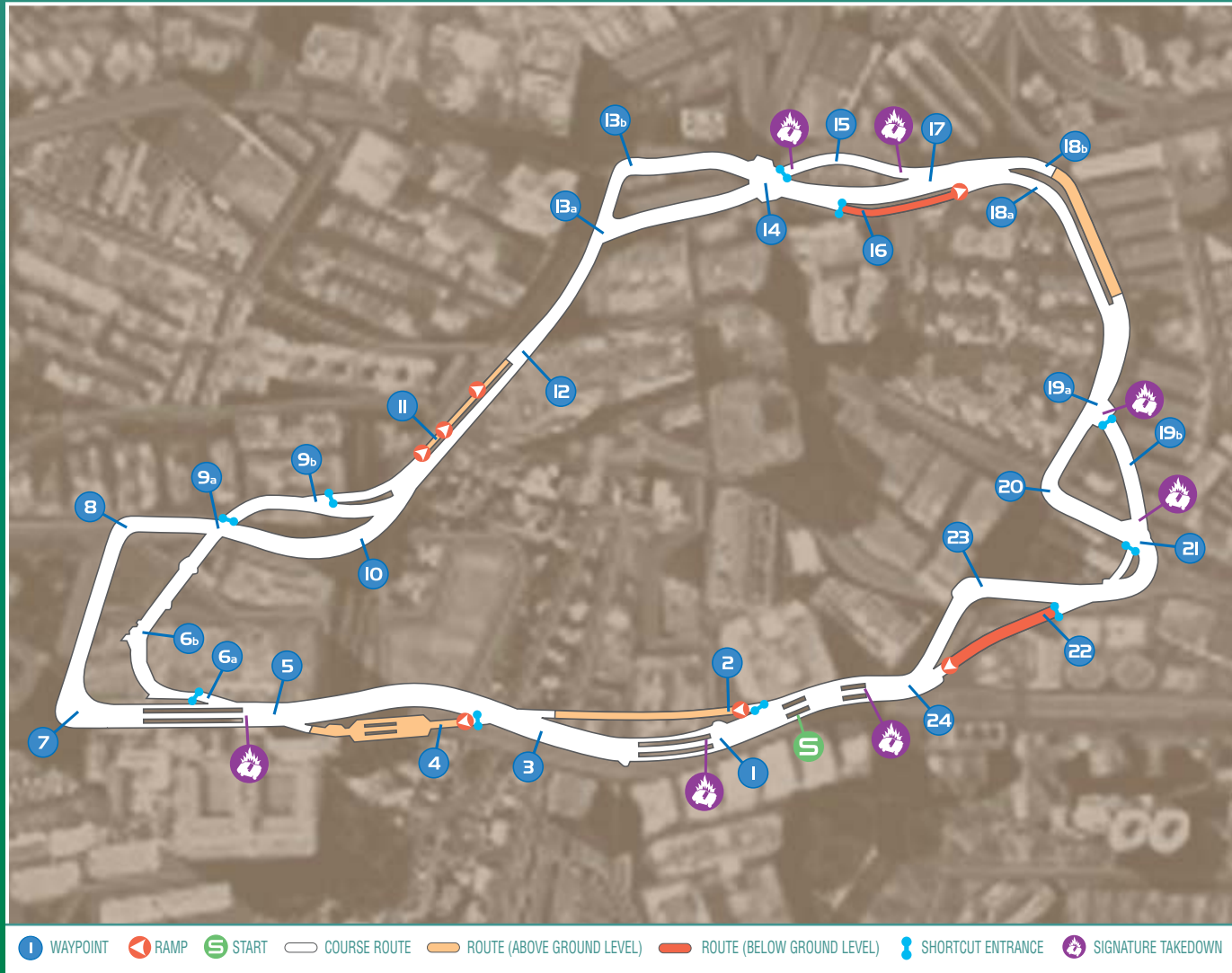
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TRACKS
ASIA
Central Route
Eastern Bay



CENTRAL ROUTE

CENTRAL ROUTE TRACK #3: LONG [FORWARD]



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TRACKS

ASIA

Central Route
Eastern Bay

OVERVIEW

Your lap begins on a gently curving, wide road with a tramway running through the middle. To the right is a quick upper shortcut through a plaza, with a second shortcut (a station) on the opposite side farther along the road. After avoiding two tramways, you have a choice of a main outer corner or a smaller inner shortcut. Both rejoin as the main road splinters into three short roads that merge on a large northern road. Left of the road are platforms and ramps to boost up.

The large main road ends with two right turns that lead to a six-way intersection. Here two roads are available: a left shortcut through a bus depot, and the right side main road, which splinters a moment later with a dip on the right side. Both side roads rejoin just as the main road turns right, and splits into an upper outer lane and a lower inner lane. These merge, leaving an alley on the left to cut through, or a left turn to make. These join at a sharp right turn with two parallel turns to choose. Then comes a final shortcut tunnel on the left, or you can stay on the main road, drift left, and finally right again, merging with the tunnel exit back at the beginning of the tramway.

EVENTS

EVENT TYPE	RANK
BURNING LAP	3
ELIMINATOR	-
GRAND PRIX	3**
PREVIEW	-
RACE	9
ROAD RAGE	10
TRAFFIC ATTACK	3

** A Grand Prix race where your second race is at this course

WAYPOINTS OF INTEREST

WAYPOINT #1:
Trimming the Tram Tracks Part One



As soon as the lap begins, you have a deceptively wide and simple road to negotiate. Although you can swerve violently right to the ramp (**Waypoint #2**), you can also stay on the main road. The racing line is on the outside right, as the road curves slowly to the right.



As you're driving in Asia, all oncoming and same-way traffic has switched! Prepare for head-on collisions on the right side of the road, not the left!

WAYPOINT #2:
Central Plaza Plunge



Immediately to your right is a shortcut ramp next to the giant Carl's Jr. sign. Boost up the ramp and into the **central plaza upper corridor**. Stay in the middle, then boost out and down the other side. This sets you up perfectly for the next shortcut (**Waypoint #4**).

WAYPOINT #3
Trimming the Tram Tracks Part Two



If you ignored the ramp on the right, choose whether to zip through the middle tram lines or maneuver to one side. The only problem are the trams that periodically trundle past; look out for them and react accordingly. As you boost forward, take the **inside left** area as the road bends slowly left.

WAYPOINT #4:
Play Station



Diagonally opposite the first stretch of high ramped roadway is the entrance to a small upper parking lot. It looks like it's in the middle of the road from **Waypoint #3**, but it's actually to one side. It provides a shortcut that's safer and allows a swift Boost increase. You can move to either side of the main road, but this is only necessary when you're battling.

WAYPOINT #5:
Trimming the Tram Tracks Part Three



Just as you land after exiting the station (**Waypoint #4**), be on the lookout for the final tramway area. This is a great place to slam a foe into! Take the shortcut on the right for a quick ride. Otherwise, stay on the right while increasing your Boost and dodging incoming traffic. Get ready for a sharp right corner (**Waypoint #7**).



Wrecking an opponent into any of the three tramway entrances throughout this wide roadway results in a prized Signature Takedown.



WAYPOINTS #6A and #6B:
Follow the Yellow Brick Road Parts One and Two



If you're in a rush, take the right side of the road from **Waypoint #5** onto the yellow-bricked road, turning sharply into a covered area that widens at the turn. Drift as close to the right side as you can.

Stay away from the left wall because it has jutting columns and other areas that can stop you. **Stay in the middle** and boost north up the road into the intersection. Watch for traffic on the left, then try the shortcut directly ahead.



WAYPOINT #7:
Drifting Around Dragon Corner



If you missed the last shortcut (**Waypoint #6**), move to the middle of the road once you pass the tramway, then drift right sharply. Feather the gas and turn as close to the inside right side as you can to save time. Then straighten up and boost down the straight-away.

WAYPOINT #8:
Take It to the Streets



At the end of the straight-away is a right corner that's hard to mess up. Boost, tap the brake while turning the vehicle, then straighten up. Watch for oncoming traffic on the right side and quickly determine whether you're going to take the next shortcut (**Waypoint #9a**) or not.

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ASIA
Central Route
Eastern Bay

WAYPOINTS #9A and #9B:
Winding Alleys



Directly ahead of the shortcut (**Waypoint #6b**), or one block from the main road corner (**Waypoint #8**), there's a side road to race toward. This isn't wise if you're bashing enemies, but it does allow quick access to the main northeast road. Drift right as you enter.

Halfway along this narrow road is a second shortcut that allows an even quicker exit! Either of the two roads is fast, but the left route allows you to position yourself easily for an upper set of ramps to come (**Waypoint #11**). Stay on the left pavement as you boost out.

WAYPOINT #10:
Northern Route



If you ignored or missed the previous shortcuts, just make a soft left turn at the next corner, keeping left. As you straighten up, either line up for the **gantry jumps** or stay on the road. Avoid the oncoming traffic on the right.

WAYPOINT #11:
Left Gantry Gamble



Whether you're appearing from the side road or you've drifted around the main corner, you can go **up a makeshift ramp**. Take this at speed (more than 130 mph) to ensure you aren't caught below the series of jumps you'll make. This route removes you from the action on the main road down below, although you can drop in with a **Vertical Takedown**.

WAYPOINT #12:
Main Road Junction



A second later, whether you're swooping through the air from the makeshift ramp or are boosting up the road, there's a junction where both routes merge. This is the preferred spot for a **Vertical Takedown**, and afterward, stay in the middle of the road.

WAYPOINTS #13A and #13B:
Right Junction One and Two



Continue to accelerate up this road until you reach one of two turns; the first is the quickest, so **take it**. Drift right, avoiding traffic, and line yourself up for the six-way intersection. This is straightforward and quicker than the outer road.

If you ignored the shorter of the two roads, you must take this one. Drift on the right side as close to the curved inner corner as you can without hitting oncoming traffic. Stay close to the right as the road begins to bend so you can line yourself up with a number of options at the main six-way junction to come.

WAYPOINT #14:
The Chinese Way



Although it initially looks hopelessly complicated, this six-way intersection has only two possible exits: the blue-lit shortcut ahead and left (**Waypoint #15**) and the main road on the right, adjacent to it. Your preferred way is the blue-lit shortcut.

WAYPOINT #15:
On the Buses



Boost inside the shortcut from the six-way junction, then **stay in the middle or on the right side** of the bus depot. Avoid a group of four buses. This is more difficult when oncoming traffic is in the way; stay well to the right. Don't hit or scrape against the buses or you'll crash. The left route around the buses is too tight to be recommended. Watch for foes on the right as you merge.

TIP

*If you defeat an enemy vehicle while dallying in this depot, most likely by slamming them into a bus, you'll receive a fabled **Signature Takedown**.*

WAYPOINT #16:
Dip on the Right



Ignoring the bus shortcut does enable you to enter the main road, keeping right and then using the dip below and out again. Useful to **avoid or take out enemies**, the passage on the left, below ground, is inaccessible. As you emerge, it's safer to swing right and stay on the inside corner as the main road curves. Or, you can drift left if you can make it to the highway area without crashing.

WAYPOINT #17:
No Crane, No Gain



At the large yellow crane ahead, the main road splits into both a lower and higher level. Make your decision early and watch for foes coming out of shortcuts on both sides.

WAYPOINTS #18A and #18B:
Your Way or the Highway



Your way is the usual plan: venture into the right lane, rely on your dodging skills, and stay on the inside as the road bends to the right. Watch for oncoming traffic, then boost around the corner; **this is the quicker** of the two routes.

The highway option is an elevated corner with vehicles traveling in the same direction. It's worth using if there's heavy traffic and you need to play catch-up. Although not quite as quick as the low road, it allows **easier maneuvering**. Watch for cars on your right as you merge.

WAYPOINTS #19A and #19B:
Enter the Dragon to Exit the Dragon



The dragon alley, so-called because of the green neon sign at the entrance, is a great shortcut when you're playing catch-up, but watch the narrow alley beyond because it's difficult to battle enemies inside. Make a **slight left drift** as you enter, then immediately straighten out.

Inside the dragon alley, you can smash through garbage on each side, but watch for a small truck on the left as you enter. The exit puts you in line for the corner shortcut (near **Waypoint #21**).

TIP

*Here's your chance to score a **Signature Takedown**—smash an enemy between the entrance and exit Dragon signs in this alley.*

WAYPOINT #21:
Two-Choice Corner



If you're unfamiliar with the road, drift around the outer main road corner, staying as close to the right side as possible. Or, **if you know the layout** (watch for the solid wall and support strut on the right side), or are coming from the dragon alley, drift through the inner shortcut corner.

WAYPOINT #22:
Subterranean Drifts



Once on the main road, you can speed down a long straight section, but if you want a **great racing line at the start of the tramway** and wish to catch up to foes ahead, drift left into the concrete tunnel. Don't point your car too far to the left or you'll scrape the wall and crash. Once inside, stay in the middle and steer right a little as you hit the exit ramp.

WAYPOINT #20:
Chasing the Dragon



Did you miss the dragon alley entrance on the left? Then play catch-up by **expertly sliding left** at the next corner, staying close to the left and then boosting down the hill to the tight corner to come. Beware of those enemies exiting dragon alley.

WAYPOINT #23:
Cookie Cutter



Although the shortcut tunnel is preferable, less precision driving is needed if you make the left turn on the main road instead. Cut in on the left, **over the pavement** on the inside left, and boost quickly to the final bend. Set up your racing line before you reach there.

WAYPOINT #24:
Tramway Begins and Complete Lap



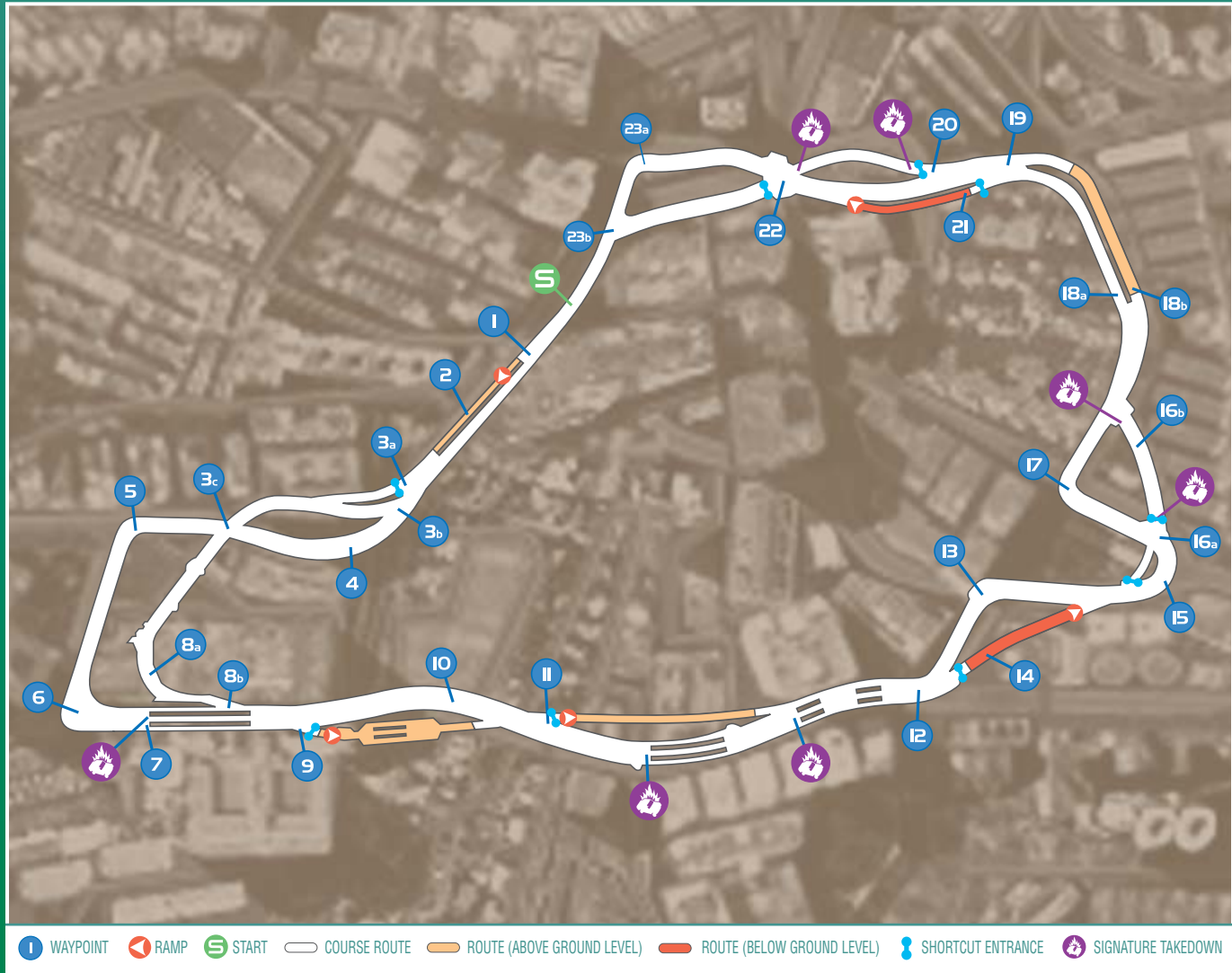
Whichever route you took, both merge at the start of the tramway. Be sure you're aware of enemies coming out of the route you didn't take, as they can slam you into the two low walls on either side of the tramway ahead. Remember that there's a **Signature Takedown** potential at the tramway, too. Use the tramway and stay in the middle; it's the quickest route to finish the lap.





CENTRAL ROUTE

CENTRAL ROUTE TRACK #4: LONG [REVERSE]



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TRACKS

ASIA

Central Route
Eastern Bay

OVERVIEW

You commence your lap heading southwest on a wide road with an optional gantry ramp to the right. Either way, the routes splinter into three roads at the right corner, with two shortcuts on the right. A block later, the routes merge and allow access to an outer and inner set of left corners, both taking you to the southern tramway area. This snakes left and right slightly, has tramway stops on three occasions, and offers two upper-level shortcuts to boost across.

At the end of the tramway, the main road continues on the left, or you can take a shortcut tunnel on the right. The tunnel allows direct racing lines through an inside corner and up dragon alley to rejoin the main road. The main road itself, meanwhile, mimics the shortcuts but with wider corners, and both roads cross each other. Once both merge, there's a split into a low and high left corner, which rejoin as the road bends west. After a choice of a low dip or bus depot investigation, all roads lead to a six-way intersection with two possible exits. Both continue west ending with a left turn, but the left one is shorter. After the final turn, the lap is complete.

EVENTS

EVENT TYPE	RANK
BURNING LAP	9
ELIMINATOR	10
GRAND PRIX	—
PREVIEW	—
RACE	3
ROAD RAGE	9
TRAFFIC ATTACK	9

WAYPOINTS OF INTEREST

WAYPOINT #1:
Southern Route



You begin heading southwest along the main road near the center of town. Either line up for the **gantry jumps** or stay on the road. Avoid the oncoming traffic on the left. If you have the speed (which is vitally important), line up in the middle intersection and aim **up a makeshift ramp**.

WAYPOINT #2:
Right Gantry Gamble



Take this at speed (more than 170 mph) so you don't slam straight into a support. Although these jumps were made to be taken in the opposite direction, it's possible to use them if you're boosting up here at speed. This route removes you from the action on the main road down below, although you can drop in with a **Vertical Takedown**.

WAYPOINTS #3A, #3B, and #3C:
Winding Alleys Parts One, Part Two, and Exit



WAYPOINT #4:
Southern Route Corner



As you near the sweeping right corner (**Waypoint #4**), there are two side roads to turn and boost toward on your right. This isn't wise if you're bashing enemies, but it does allow quick access to the continuation of the main road and shortcut. Drift right as you enter.

The second shortcut heads into a slightly wider road. Both of the two roads are fast, but the right route allows you to enter easily from the upper set of ramps (**Waypoint #2**). Watch for enemy vehicles as both routes merge, then drift left around the corner.

The shortcut routes merge at this crossroad. Prepare for enemy cars coming in from the left. Make an early decision to either keep straight and power down the yellow brick road shortcut (**Waypoint #8a**) or use the outer corner (**#5**). Stay on the inside right if you decide on the latter.

If you ignored or missed the previous shortcuts, just make a soft right turn at the next corner, keeping left. As you straighten up, boost forward to **Waypoint #3c**. If you want to drift left, into the shortcut to **Waypoint #8a**, stay on the road's right side to line up the turn.

WAYPOINT #5:
Take It to the Tramway



At the end of the main road is a left corner that's **hard to mess up**. Boost, tap the brake while turning the vehicle, then straighten up. Watch for oncoming traffic on the right side, and quickly line yourself up for the sharper left turn to come, onto the tramway.

WAYPOINT #6:
Drifting around Dragon Corner



If you missed the last shortcut (**Waypoint #3c**), move to the middle of the road about halfway down the road, and then drift left sharply. Feather the gas and turn as close to the inside left side as you can to save time. Then straighten up and boost down the straight, watching for the first tramway.

WAYPOINT #7:
Trimming the Tram Tracks Part One



Just as you swerve out from the dragon corner (**Waypoint #6**), be on the lookout for the first tramway area—a great place to slam a foe into! For a quick time, take the shortcut on the right, which allows ramped access. Otherwise, ready yourself for a long and slightly curving roadway with three of these tramways.



A Signature Takedown is yours if you can take out an enemy at any of the three tramway entrances.



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ASIA
Central Route
Eastern Bay

WAYPOINTS #8A and #8B:

Follow the Yellow Brick Road Parts One and Two



This shortcut saves some time, and it's usually quieter than the main outer road. Boost and drift right, remaining as close to the **right corner as possible**. Stay away from the right wall because it has jutting columns and other areas to stop you.

Stay in the middle, and boost east, into the intersection. Watch for traffic on the left and maneuver right slightly, out of the covered area and onto the main tramway. Choose the main route or the station shortcut as soon as you're done with this shortcut.

WAYPOINT #9:

Play Station



On the right side of the street from the first tramway is the entrance to a small upper parking lot. This safer shortcut allows a swift Boost increase. You can move to either side of the elevated road before you drop down from this shortcut, but this is only necessary when you're battling. Once out, you're lined up for **Waypoint #11**.

WAYPOINT #10:

Trimming the Tram Tracks Part Two



If you ignored the ramp on the right, choose whether to zip through the middle tram lines or maneuver to one side. Trams periodically trundle past—look out for them and react accordingly. As you boost forward, take the **inside right** area as the road bends slowly right. The bends continue past two more tramways to the end of the road (**Waypoint #12**).

WAYPOINT #11:

Central Plaza Plunge



Directly opposite **Waypoint #9**, which is easy to line up from the previous shortcut, is a ramp on the left side of the street. Boost up the ramp, and into the **central plaza upper corridor**. Stay in the middle, then boost out and down the other side. Watch the tramway wall directly ahead as you exit!

WAYPOINT #12:

Tramway Ends



Staying on the road's right side allows the best racing line as the tramway ends, and you must make a **quick path decision**. The left route is wider, has more traffic, and is on the main road. The right tunnel is quicker, but you need to accurately enter.

WAYPOINT #13:

Cookie Cutter



Although the shortcut tunnel is preferable, there's less precision driving if you make the right turn on the main road instead. Try to cut in **over the pavement** on the inside right, then boost quickly to the sharp two-entrance bend; it's usually best to line up for the outer one.

WAYPOINT #14:

Subterranean Drifts



If you want a **great racing line for the inner corner and dragon alley**, and wish to catch up to foes ahead, drift right into the concrete tunnel. Don't point your car too far to the right or you'll scrape the wall and crash. Once inside, stay in the middle, and steer right a little as you hit the exit ramp.

WAYPOINT #15:

Two-Choice Corner



If you're unfamiliar with the road, drift around the outer main road corner, staying as close to the left side as possible. Or, **if you know the layout** (watch for the sharp racing line, solid wall, and support strut as you enter), line yourself up with the dragon alley, drifting through the inner shortcut corner.

WAYPOINTS #16A and #16B:

Enter the Dragon to Exit the Dragon



The dragon alleyway, so-called because of the green neon sign at the entrance, is a great shortcut to use when playing catch-up, but it's difficult to battle enemies inside the narrow alley beyond. Make a **slight right drift** as you enter, then immediately straighten up.

Inside the dragon alley, you can smash through garbage on each side, but watch for small jutting walls on the left as you enter. Knock the scenery about if you wish, although the main point in heading up here is to save time and batter enemies. The exit deposits you on the main road.



Pull off the defeat of an enemy inside the dragon alley and you're rewarded with a Signature Takedown.



WAYPOINT #17:
Chasing the Dragon



Did you miss the dragon alley entrance on the right? Then play catch-up by **expertly sliding right** at the next corner. Stay close to the right, then boost along the main road to the two-tiered highway split. Beware of those exiting the dragon alley to your right.

WAYPOINTS #18A and #18B:
Your Way or the Highway



Your way is the usual plan; venture into the left lane, rely on your dodging skills, and stay on the inside as the road bends to the left. Watch for same-way traffic, then boost around the corner. **This is the quicker** of the two routes.

The highway option is an elevated corner with vehicles traveling in the opposite direction. It's worth using if there's heavy traffic but not otherwise, as it isn't quite as quick as the low road. Watch for cars on your left as you merge.

WAYPOINT #19:
Depot or Dip?



As the two main roads merge again, the main thoroughfare heads west and splits into one of three paths. You can continue along the main road to the six-way junction, or choose a shortcut dip on the left (**Waypoint #20**) or a quick dash into the bus depot on the right (**Waypoint #21**). All merge at **Waypoint #22**.

WAYPOINT #20:
Dip on the Left



Ignoring the bus shortcut enables you to enter the dip below. Useful for **taking out enemies**, the below-ground passage on the right is inaccessible. When you emerge, it's safer to swing right and stay in the middle as you reach the six-way intersection. Watch for enemies exiting the depot on your right.

WAYPOINT #21:
On the Buses



Boost inside this shortcut, then **stay in the middle or on the left side** of the bus depot. Avoid a group of four buses. Don't hit or scrape against them, or you'll crash. The right route around the buses is too tight to be recommended. Watch for foes on the left as you exit and merge.



Take out an enemy at the depot for a **Signature Takedown**.

WAYPOINT #22:
The Chinese Way



Although it initially looks hopelessly complicated, this six-way intersection has only two possible exits: the blue-lit shortcut ahead and left (to **Waypoint #23b**) and the main road on the right, adjacent to it. Your preferred way is to the left.

WAYPOINTS #23A and #23B:
Right Junction Parts One and Two to Complete Lap



Continue to accelerate down either road, until you reach one of two turns.

If you took the left road, the turn is faster, so **use it!** Drift left, avoiding traffic, and line yourself up for the southern route and complete a lap. This is straightforward and quicker than the outer road. Beware of enemies coming in from the right.

If you ignored the shorter of the two roads, take the right route. Drift on the left as close to the curved inner corner as you can without hitting oncoming traffic. Stay close to the left as the road begins to bend to **line yourself up** with a straight shot at the finish line.





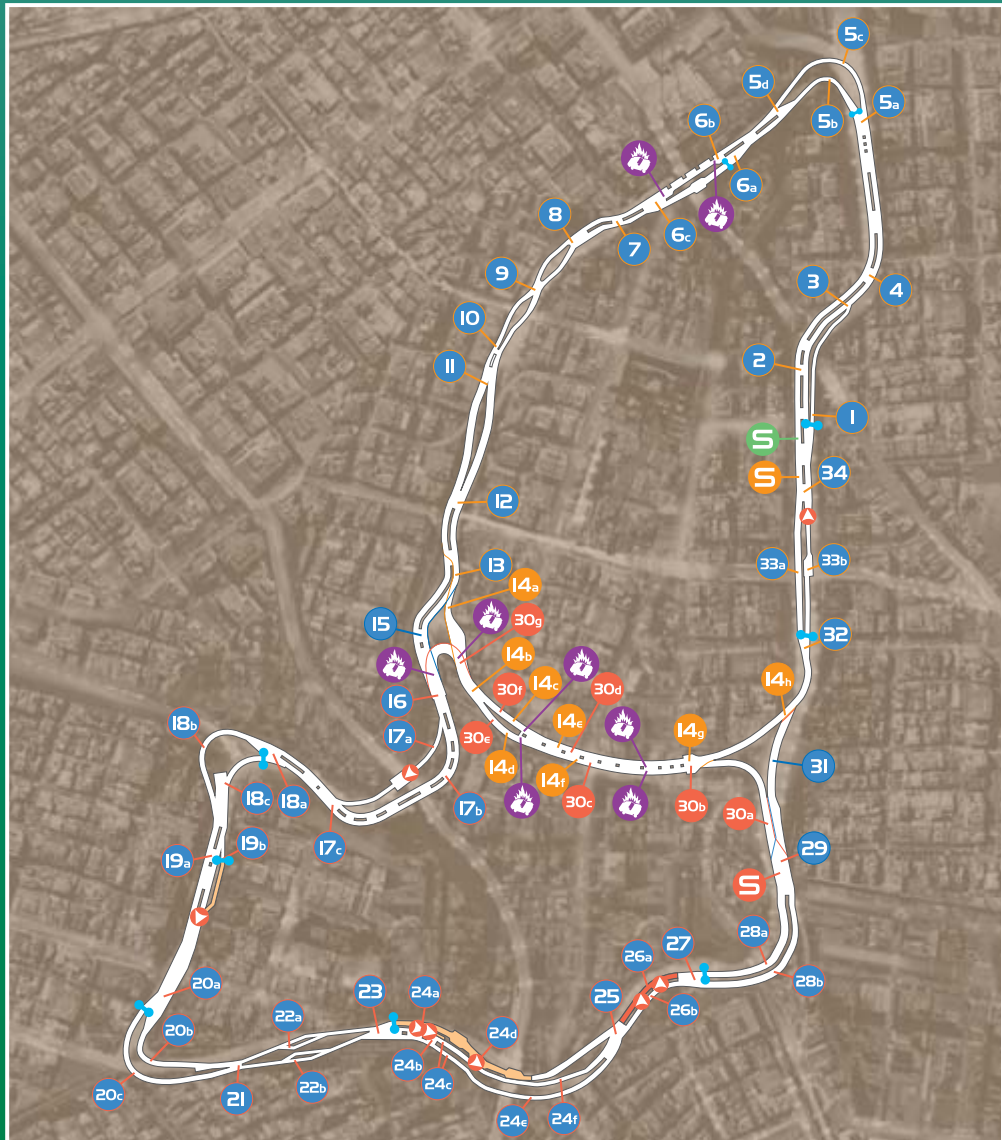
EASTERN BAY

EASTERN BAY ROUTES #1, #2, and #3: LONG [FORWARD], LOWER LINK [FORWARD], UPPER LINK [REVERSE]

NOTE

The Eastern Bay has six different tracks, and three of them—Long Forward, Lower Link Forward, and Upper Link Reverse—all follow a counterclockwise pattern around. The waypoints are color-coded to show which areas are referenced in the three different course variants. Remember! You only travel on the Long, Lower, or Upper routes; never a mixture of them! Each Waypoint in this drivethrough has a set of tick boxes that are color-coded according to track. When a track's tick box is checked, that Waypoint corresponds to the checked track.

- 1 WAYPOINT (LONG ROUTE ONLY)
- 16 WAYPOINT (LONG AND UPPER ROUTES)
- 14 WAYPOINT (LONG AND LOWER ROUTES)
- 19 WAYPOINT (UPPER ROUTE ONLY)
- 8 WAYPOINT (LOWER ROUTE ONLY)
- LONG ROUTE BARRIER
- UPPER ROUTE BARRIER
- LOWER ROUTE BARRIER
- RAMP
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- START: UPPER LINK FORWARDS ROUTE
- START: UPPER LINK REVERSE ROUTE
- SIGNATURE TAKEDOWN
- SHORTCUT EXIT/ENTRANCE
- COURSE ROUTE
- ROUTE (ABOVE GROUND LEVEL)
- ROUTE (BELOW GROUND LEVEL)



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OVERVIEW

Both the Long and Upper Reverse routes begin with a tunnel right and shortcut, then a left bend to a sharp left corner. This quickly leads to a construction overpass and shortcut on the left, before a series of snaking tunnels where you can dart between lanes. The tunnels end with a left turn onto a curved freeway (Upper route) taking you back to the completion of a lap. Or, on the Long route, the tunnel opens up to a long U-turn with a shortcut (the Lower route joins here).

The turn exits to another sharp corner, leading to a stretch of freeway with a shortcut to an overpass where you can drop down back onto the main road. After another sharp two-lane corner, the road splits into two. This leads to a large section of road with a left upper shortcut that has a right open barrier to drop into the main freeway, which consists of a bridge to pass under and two exits leading to separate roads.

Once these merge, there's a right two-level corner where you can drop on a foe, then a long curved turn to the left before the road splits, depending on your course. This is the start of the Lower Link road, which offers an off-ramp left to a long freeway section that leads to a tight 180-degree turn. Or, on the Long route, a snaking road to the right joins the upper reverse road before splitting to an upper and lower path. Then the Upper Reverse and Long laps are complete.

EVENTS

LONG [FORWARD]

EVENT TYPE	RANK
BURNING LAP	—
ELIMINATOR	9
GRAND PRIX	—
PREVIEW	7
RACE	3, 10
ROAD RAGE	9
TRAFFIC ATTACK	6

EVENTS

LOWER LINK [FORWARD]

EVENT TYPE	RANK
BURNING LAP	3
ELIMINATOR	6
GRAND PRIX	3*, 6**, 9*
PREVIEW	—
RACE	6
ROAD RAGE	3
TRAFFIC ATTACK	—

* A Grand Prix race where you begin your series of races at this course
 ** A Grand Prix race where your second race is at this course

EVENTS

UPPER LINK [REVERSE]

EVENT TYPE	RANK
BURNING LAP	—
ELIMINATOR	9
GRAND PRIX	10*
PREVIEW	—
RACE	—
ROAD RAGE	9
TRAFFIC ATTACK	—

* A Grand Prix race where you begin your series of races at this course

WAYPOINTS OF INTEREST

Long Forward Course Begins!
 Upper Link Course Begins!

WAYPOINT #1:
 Insider Corner



This shortcut is on the road's extreme right side. It isn't accessible during the Long route, but it's a good place to **gain position** during the Upper Link races. Drift right and into the descending ramp, circumventing the long, right-curving tunnel. You appear at **Waypoint #3**. Definitely use this shortcut in subsequent laps.

WAYPOINT #2:
 Long Right-Curving Tunnel



Boost down to the tunnel entrance, then optionally drift between the gaps in the barriers into the oncoming lane on the right. Obviously, be careful of incoming traffic! Hug the right inside turn; this is the most appropriate racing line until you reach **Waypoint #3**.

WAYPOINT #3:
 Insider Corner Exit



If you're inside the main tunnel, beware of foes exiting from this shortcut on your right. If you're exiting yourself, **line yourself up with the end of the barrier**, and boost directly through the gap, then line up against the left wall for a great racing line.

WAYPOINT #4:
 Freeway North



The freeway heads north and is straight boosting until the next junction. If you're low on Boost, ram foes here; there aren't any corners to worry about. Or, weave into the oncoming right lane to collect Boost before passing under the bridge. **Line yourself up on the left**.

WAYPOINTS #5A, #5B, #5C, and #5D:
 Turning Japanese Parts One, Two, Three, and Four



This severe corner in the course's northeastern-most part requires you to make a couple of instantaneous choices. Just as you pass under the bridge, check the road ahead; there's a shortcut left, and the regular corner on your right. **Left is preferred**.

If you took the left route, you have a short, sharp corner to drift around. The regular road is an outside turn that takes a second longer to drift around, which means you can **let enemies on the short route get ahead of you**, then tactically take them out from behind. Watch for oncoming traffic at this turn, too.

The routes merge at the beginning of an elevated freeway route with construction ahead. As the corner routes join, make sure you **don't crash** into the middle lane barrier. Choose a side immediately—ideally the left.

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WAYPOINTS #6A, #6B, and #6C:   
Under Construction



The next area is a central freeway lane with construction work on either side. However, to the left of the main road is a shortcut that heads down a ramp, parallels the main freeway, and then offers an on-ramp back to the freeway. Choose this; **it's quicker and safer**, unless you want car combat.

The other route is a vicious affair, with two sets of immovable concrete barriers pushing you into the middle of the road. Move here at once, as there are scaffold lights, concrete cubes, and digging machines on the right, and **all will stop you dead**. Choose this route for car combat.

Once you either head up the on-ramp or negotiate the construction site, the routes merge. Beware of foes coming in from the side (left if you're on the main road, and right if you're on the ramp).

NOTE

Dish some damage to the assorted enemies during a drive through the construction site, and you'll be rewarded with a Signature Takedown.

WAYPOINT #7:   
Dangerous Curves



A moment later, the road begins to curve left in a long drawn-out bend. At this point, **choose a lane** and stick with it as you approach a very long set of tunnels. The left lane offers a quicker route, but less Boost potential.

WAYPOINT #8:   
Tunnel Trouble Part One



Drop down the descending road and into the tunnel, remaining as **close to the left** side as you can (if you have enough Boost). Or, take your life into your hands and boost along the right tunnel path into oncoming traffic. Throughout the tunnel, dart from the right wall to the middle section to avoid crashing.

WAYPOINT #9:   
Tunnel Trouble Part Two



At both **Waypoint #8** and at this point, you can weave between lanes, left and right. Your only problems are when the road splits, heralded by the bright orange warning lights and markers. Check out the map and plot a good racing line depending on which side you're spending most time in.

WAYPOINT #10:   
Tunnel Trouble Part Three



At this point, learn when the orange tunnel finishes and the green one begins. Look at the map and work out how long you have left until the main corner and tunnel end. As you dart out into the green tunnel, you can opt for either lane.

WAYPOINT #11:   
Tunnel Trouble Part Four



As always, the left side presents a quicker route through the tunnel, and you can continue your Boost gathering by checking cars instead of swerving to avoid oncoming ones in the right lane. As you reach this point, be warned; the middle barrier lasts longer than previous tunnel road separations.

WAYPOINT #12:   
Tunnel Trouble Part Five



You're getting closer to the Upper link intersection (to the left) or the continuation of the Long route (on the right). If you're at the right lane and on the Upper road as you reach **Waypoint #12**, drift left here. If you're on the Long road, stay on the right, and keep a great racing line between the middle and right walls all the way to **Waypoint #15**.

WAYPOINT #13:   
Tunnel Trouble Part Six



This is where the route changes depending on which route you're traversing. On the Upper course, the series of arrows along the right wall forces you left. On the Long route, the Upper entrance is blocked with yellow arrows pointing right.



Long Forward Course Continues at Waypoint #15!
Upper Link Course Continues!

WAYPOINTS #14A and #14B: □□X
Upper Link Entrance



The green walls of this snaking tunnel continue downhill a little, so **merge left as soon as possible**; especially before the yellow route arrows force you left. You have oncoming traffic coming through the arrows to worry about.

Once on the left side, stay along the left wall. As you speed through the snaking left curve, the road widens out to a freeway separated by an elevated tramway you cannot reach. When the freeway begins, choose a side before you slam into the middle barrier.

WAYPOINTS #14C and #14D: □□X
Upper Link Lanes



Just after the freeway separates into two different lanes, you have a **gentle and long turn** to the left to contend with. The left side of the road is better if you already have a lot of Boost; the inside left corner offers the best racing line and the shortest way across this area.

The right side of the freeway, however, isn't a wise plan unless you're desperate for Boost power and/or you're trying to catch up with a pack of enemies. The oncoming enemies are numerous, so keep along the right wall or inside area and dart left as soon as you can.

WAYPOINTS #14E and #14F: □□X
Upper Link Columns



Staying on the left or right side as you continue down the freeway presents a couple of challenges. **Beware of larger, big rig-sized vehicles** on the left lane, and once you spot the central columns, be very careful about enemies slamming you into them.

You can swerve between both sides of the freeway with gusto, as long as you don't hit the central columns. The columns themselves are great for smacking foes into, but your main plan is to look ahead and weave through traffic.

TIP

The central columns supporting the elevated tramway are sturdy enough to slam foes into. In fact, this is encouraged, as you'll obtain a Signature Takedown that's available only during Upper and Lower Link runs.



WAYPOINTS #14G and #14H: □□X
Upper Link Exit



Stay on the left side of the road as the series of columns come to an end. Boost through the intersection and drift left onto the exit ramp. There may be oncoming traffic heading through the yellow route arrows, so **watch your racing line**.

As you exit, beware of large vehicles such as buses. Boost up the exit ramp as it ascends and rejoins the main route around the track; the Long route merges here.

Upper Link Course Continues to Waypoint #32!
Long Forward Course Continues from Waypoint #13!

WAYPOINT #15: XX□
Watch the Concrete Column



If you're racing the Long route, an easy left turn brings you out into a widening road with skyscrapers above you. If you're moving at speed in the left lane, don't slam into the pillar before this road opens up.

Lower Link Course Continues from Waypoint #30g!

WAYPOINT #16: XX□
Scrape Not the Sides



The wide open area in this tunnel soon narrows as you reach a long right 180-degree turn. Before you enter the area, position yourself so you're traveling toward the right inside corner for a **great racing line**. Don't scrape either wall as you enter the turn, as the walls jut out and cause you to crash.

WAYPOINTS #17A, #17B, and #17C: XXXX
U-turn Tunnel

The large tunnel bends 180 degrees, but you don't have to worry about weaving in and out of the columns if you **stay to the right**. Keep your eyes peeled for the shortcut in the right wall, and drift into it, up a ramp, and out to an intersection. Boost over and back down to another right turn, leading you to the exit of the U-turn.



Of course, if you miss this, or are inside the tunnel for battling reasons, make a long drift right, straighten up for the middle section, then drift right again for the exit. As always, the oncoming traffic on the right is a problem, but this is the **quicker of the two routes** around. Weave around the columns if you wish.

As you exit, if you're on the main tunnel, watch for enemies coming down from the shortcut. As the road rises, position yourself for the corner to come (especially the shortcut on the left). Watch the column in the middle of the road, too!

WAYPOINTS #18A, #18B, and #18C: XXXX
Turning in Tokyo

The next three waypoints are at the corner following the tunnel. The entrance to the corners is set up to make the longer of the routes (the outer corner, **Waypoint #18b**) much easier to drift to—it's on the right, and you're pushed there via the yellow route arrows if you don't move here under your own steam.



Once you've entered the outer corner, there's very little to do except be aware of any oncoming traffic, and boost and turn left with vigor. Speed up as you complete the corner, then maneuver onto the next stretch of road. Beware of the central barrier as you go.

The shortcut is excellent for quickening your pace, but you must predict the turn by a significant distance as you reach **Waypoint #18a**. Drift left, optionally braking to ensure that you enter this quick turn, then boost around and out.

WAYPOINTS #19A and #19B: XXXX
Freeway Falling



A most entertaining portion of this route—the main artery of the freeway—is simply a straightaway. Boost forward, under the bridge, ignoring the shortcut, and stay on the right for the inside corner toward **Waypoint #20a**. Watch for falling cars, however!

Take the shortcut if you need extra Boost or want to take down a foe or two! Boost up the ramp, then across, but don't follow the bridge around. Instead boost forward, off the bridge and onto the freeway below, ideally smacking into a foe or at least **positioning yourself** for the turns to come.

WAYPOINTS #20A, #20B, and #20C: XXXX
Southwest Drifting



After a lengthy rise and a slightly curving freeway to the right comes this set of corners with two possible methods of drifting around them. Use either the shortcut on the extreme right, or the inside turn in the middle of the road.

Although it looks shorter on the map, the left road isn't, but it's easiest to enter if you don't line yourself up with the shortcut on the right. Boost around the left turn, then merge onto the next freeway area, watching for foes coming in from the right.

The shortcut is the outer road, and it is imperative that you **keep right** before you enter this section so the entry is smooth. Drift around to the left (watch for traffic!), then rise up, onto the next set of freeways.

WAYPOINT #21: XXXX
Conjoined Twins



Merge left or right depending on which corner you accessed, and line yourself up with the next set of roads: a twin corridor featuring identical splits in the middle. The left one doesn't have oncoming traffic, so weigh which is more important: safety (left), or boosting (right).

WAYPOINTS #22A and #22B: XXXX
Twin Corridors



You can enter either of these twin corridors. The left one is slightly shorter (which is negated if you're boosting). The left corridor is good for setting up for the shortcut at **Waypoint #23**. Boost and stay on the right as you reach the split; that's the best racing line.

The other twin corridor features oncoming traffic, so stay left at the split for a more direct racing line.

WAYPOINT #23: XXXX
Up or Down?



Watch for possible car carnage as the twin corridors merge here, then figure out which part of this complicated freeway section you're heading for. To the left is an elevated shortcut that allows quick access around and an optional drop-in on the lower section. To the right is a lower main freeway that splits under a bridge.



WAYPOINTS #24A, #24B, #24C, and #24D: XXXX
Multi-level Mayhem Parts One, Two, Three, and Four

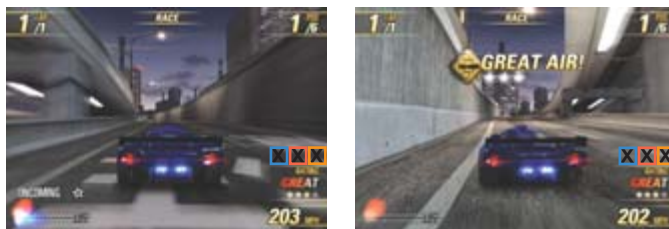


Taking each part of this freeway section in turn, first is the upper elevated path. Make sure you have a left side racing line as you approach this shortcut entrance, then tear up the ramp, and optionally drift right, off the side of the ramp and down to **Waypoint #24b**. Or, you can continue across an upper intersection to **Waypoint #24d**.

If you missed the shortcut, which isn't advisable, you're expected to scoot down a dip and under a bridge, which splits into four sections (**Waypoint #24c**). The right two sections have oncoming traffic to watch for. Beware of fiends dropping in from above as you enter the bridge.

On the other side of the bridge, expect a second helping of enemies dropping in from above, as there's another open right-side roadway to drop down from. If you're on the elevated road, attempt this only if you want a spectacular takedown, or to escape a battling enemy. For pure speed, stay up here, and boost around to the exit (**Waypoint #25**).

WAYPOINTS #24E and #24F: XXXX
The Long Way Out (Left and Right)



Only recommended if you're battling or smashing traffic, take the left or right lanes of the main freeway when it splits just before the bridge and do not merge again until **Waypoint #25**. The left side is shorter, but you could suffer a Vertical Takedown from above.

The right road is longer and has oncoming traffic to worry about, but you cannot be shunted by vehicles from the elevated platform. The best bet on this road is to stay left as you corner, avoid the oncoming traffic, and exit quickly.

WAYPOINT #25: XXXX
On the Rise



This rise seems easy to negotiate, but you cannot see traffic as you head over it, and there's the problem of three roads converging. This is a **great place to ambush** an enemy. As you continue, choose which is the best path to take for the right bend.

TIP

Are you having trouble seeing vehicles as you head over rises? Then change to the first-person viewpoint so the car's frame doesn't obscure oncoming traffic.



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WAYPOINTS #26A and #26B: XXXX
Up or Down Part Two



The reasonably tight right corner has two separate paths. The left side is the lower route. It's **longer and safer**, but doesn't quite have the same racing line opportunities for the curves to come. Watch for death from above.

The upper right side is shorter and features two exposed left sides, enabling you to drop in on foes below, or escape those attacking you on the higher ground. Watch for the solid middle barrier between the gaps!

WAYPOINT #27: XXXX
One More Merge



Be quick if you want to switch lanes as the previous corner ends; there's only a small gap before the next corner. For a good racing line, come in from the right upper road, and scoot across to the left for the next corner (**Waypoint #28a**).



Lower Link Course Begins and Ends!

WAYPOINTS #28A and #28B: XXXX
Inside or Outside?



The quicker of the two routes is on the inside. This is a regular corner, **easy to drift around** if you keep feathering the gas, then straighten out for a merge across and to the right (Long route). If you're on the Lower Link, stay on the left.

The other, outer corner is marginally slower, features oncoming traffic, and dips down as the corner begins, which can cause you to lose sight of the road ahead for a second. Head here only if you're battling or want an easy straight shot at the next area (Long route).

WAYPOINT #29: XXXX
Lower Link (to Complete Lap) or Long Route (Ongoing)



If you're traveling along the Long Forward route, the road merges right, and you must take this exit. If you're on the Lower Link route, you've reached the finish line for a lap. Stay left for the off-ramp if you have another lap to go.



Long Forward Course Continues to Waypoint #31!

WAYPOINTS #30A and #30B: XXXX
Lower Link Entrance



With the barrier on the road's right ushering you left, merge onto the ramp, and drift around, onto the freeway heading west. Keep **left as you drift**, watching for cars, and boost across the intersection, being wary of cross traffic. You may have to shunt a few innocent vehicles as you go.

WAYPOINTS #30C and #30D: XXXX
Lower Link Columns



Staying on the left or the right side as you continue along the freeway presents a couple of challenges. **Beware of larger vehicles** on the left lane, and watch out for enemies aiming to slam you into the central columns. Watch for oncoming traffic in the right lane.

You can swerve between both sides of the freeway, as long as you don't hit the central columns. The columns themselves are great for smacking foes into, but your main plan is to look ahead and weave through traffic.



Gain a Signature Takedown by ramming enemy cars into the central columns during the Upper and Lower Link runs.

WAYPOINTS #30E, #30F, and #30G:



As you continue up and around to the right, the freeway separates into two different lanes. Take the right side if you **already have a lot of Boost**; the inside right corner offers the best racing line and the shortest way across this area.

The freeway's left side is slightly slower but allows you to knock opponents out of the way. Once again, stay on the inside right as the roads merge back into one wide expanse. Ready yourself for one of the tightest turns around!

Brake sharply, and prepare for a 180-degree U-turn around a green tunnel wall. **This isn't as tricky as it sounds** providing you brake, then boost and accelerate hard, drifting right around the curve. You're now back on the main Long Forward route.



Slam at least a couple of enemy cars into this tight U-turn corner for a Signature Takedown! This is available only on the Lower Link course.



Lower Link Course Continues at Waypoint #16!
Long Forward Course Continues from Waypoint #29!

WAYPOINT #31:



Available only on the Long Forward route, this road section drops down and features a quick left then right as the road curves to the right and rejoins an elevated freeway. Stay in the middle and hug the inside wall as the road curves right.

Upper Link Course Continues from Waypoint #14h!

WAYPOINT #32:



The main road, whether you took it on the Long or Upper Link routes, merges here, and an orange warning light shows the road fork. Left is a short straightaway. Right is a short dip and an on-ramp rejoining the road. Decide quickly!



WAYPOINTS #33A and #33B:



Take the left road if safety and speed is your concern. You'll boost quickly northward, dodging traffic and reaching the finish line **in record time**.

Down below, it takes a little longer, and requires knowledge of the road layout. There's a nasty wall as you merge onto an intersection, and you must drift right so you don't hit the **wall straight ahead of you**. Of course, this is fantastic spot to deliver a crunching blow to an enemy before boosting to victory!

WAYPOINT #34:



The road straightens out, and the finish line (or lap complete) is just ahead. Don't spoil everything by slamming into the central barrier though. If there's another lap to go, drift right to line yourself up with **Waypoint #1**.

Long Forward Course Ends!
Upper Link Course Ends!





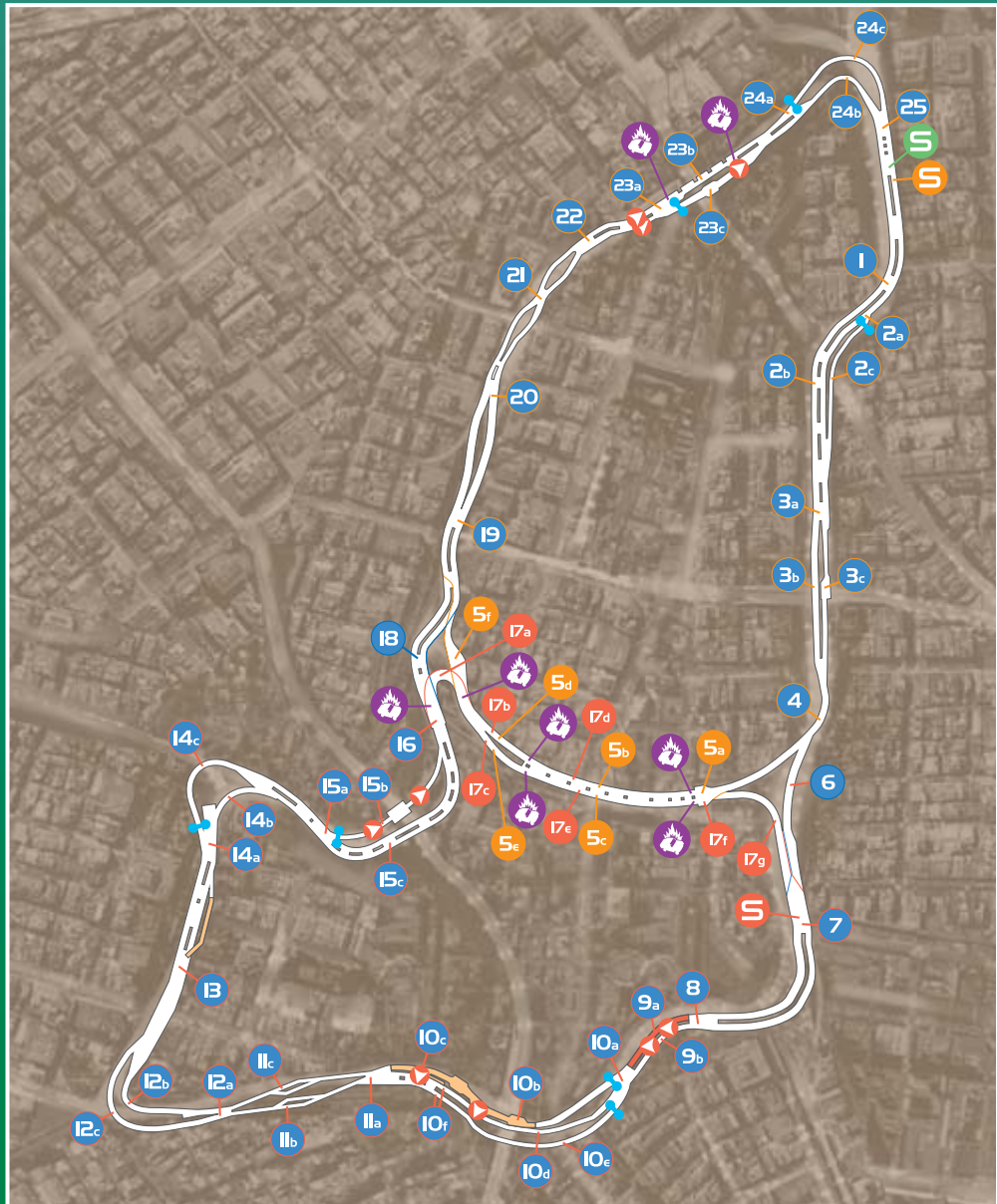
EASTERN BAY

EASTERN BAY ROUTES #4, #5, and #6: LONG [REVERSE], LOWER LINK [REVERSE], UPPER LINK [FORWARD]

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OVERVIEW

The Upper Link and Long routes start on a stretch of straight freeway, followed by a long curved corner with a shortcut on the inside left. The straight road continues to a fork where you can negotiate a lower or upper area, then makes a long left turn into a freeway heading west (Upper Link) or proceeds to a snaking road continuing south (Long). The Upper Link has a freeway with columns to weave between, a curve right, and an entrance into a long snaking tunnel north as the routes merge.

The Long route continues and the Lower Link route begins with a long corner right that leads immediately to a two-tiered corner turning left where you can drop down from the upper tier. This is followed by three roads: two lower paths that merge under a bridge, and a right-side shortcut on an elevated road where you can drop down. Soon after, the road splits into two identical corridors, each with another smaller split in them, then comes a tight right corner to a long freeway stretch.

The freeway stretch ends at another tight right turn, then to a U-turn with an inside shortcut, and then to the beginning of the snaking tunnel, and the split from the Long and Lower Links. The Lower Link continues eastward, around a very tight 180-degree corner to a curved freeway with columns on each side. The Lower Link lap completes. Meanwhile, back at the Long and Upper Route, it continues through a snaking tunnel to a straight freeway construction site with optional shortcut on the right. Finally, a last right turn leads to both routes' finish line.

EVENTS

LONG [REVERSE]

EVENT TYPE	RANK
BURNING LAP	-
ELIMINATOR	3
GRAND PRIX	7****
PREVIEW	-
RACE	-
ROAD RAGE	6
TRAFFIC ATTACK	9

**** A Grand Prix race where your fourth race is at this course

EVENTS

LOWER LINK [REVERSE]

EVENT TYPE	RANK
BURNING LAP	-
ELIMINATOR	-
GRAND PRIX	-
PREVIEW	-
RACE	6
ROAD RAGE	-
TRAFFIC ATTACK	6

EVENTS

UPPER LINK [FORWARD]

EVENT TYPE	RANK
BURNING LAP	9
ELIMINATOR	-
GRAND PRIX	-
PREVIEW	-
RACE	9
ROAD RAGE	-
TRAFFIC ATTACK	-

WAYPOINTS OF INTEREST

Long Reverse Course Begins!
Upper Link Course Begins!

WAYPOINT #1: End of Freeway South



WAYPOINTS #2A, #2B, and #2C: Long Curving Left Tunnel Parts One, Two, and Three



Starting on the left side of this freeway southbound, you can merge right almost immediately, into oncoming traffic and extra Boost potential, or you can remain in relative (but slow) safety. As you reach the right turn, **use the racing line** and move from the right to left, ideally to the shortcut.



Boost through the tunnel entrance, then optionally drift between the gaps in the barriers into the oncoming lane on the right. Be careful of incoming traffic! **Hug the left inside turn**; this is the most appropriate racing line until the curve is complete.

After the turn, the freeway rises and straightens out considerably. Take care if you're on the right side because two cars are heading your way once you complete the tunnel itself. As usual, the columns inside the tunnel make **excellent battering posts!**

Or, you can take the shortcut on the left side, watching for the guiding blue lights as you enter, then speed left, **cutting out the entire main road**. This strategy is useful for gaining a position or two. Merge just before your next decision.



WAYPOINTS #3A, #3B, and #3C: Overpass, or Under to Danger?



WAYPOINT #4: Go West or Head South



Once you're through the tunnel, peer ahead at two possible routes. Note that the left, lower road is separated from the higher overpass by an orange set of warning lights. Quickly choose a lane.

Down below, the route takes a little longer and requires knowledge of the road layout. There's a nasty wall as you merge onto an intersection, and you must drift right to avoid the **wall straight ahead of you**. Of course, this is a fantastic spot to deliver a crunching blow to an enemy before boosting to victory!

Take the right overpass area if safety and speed are your concerns. You'll boost quickly southward, dodging traffic in record time.



This is where the road splits apart depending upon which version of the track (Long Reverse or Upper Link Forward) you're taking. If it's the latter, prepare for a long, thin right turn into oncoming traffic. Watch for cars in the middle of this road.

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TRACKS

ASIA

Central Route
Eastern Bay

**Long Reverse Course Continues at Waypoint #6!
Upper Link Course Continues!**

WAYPOINT #5A:
Upper Link Entrance



With the barrier on the road's left side ushering you onward, drift around onto the freeway heading west. Keep **right as you drift** if you want to dodge oncoming traffic, or stay to the left if you want to remain with same-way vehicles. Watch for cars and boost across the intersection, being wary of cross traffic. You may have to shunt a few innocent vehicles as you go.

WAYPOINTS #5B and #5C:
Upper Link Columns



There are monstrous vehicles to avoid in the left lane. Also, be aware of oncoming traffic in the right lane and enemies trying to slam you into the middle columns.

Remember that you can swerve between both sides of the freeway, as long as you don't hit the central columns. The columns themselves are great for smacking foes into, but your main plan is to look ahead and weave through traffic.



TIP

Take the opportunity to destroy an enemy by slamming him into the central columns. A Signature Takedown is your reward.



WAYPOINTS #5D, #5E, and #5F:
Upper Link Exit

As you continue up and around to the right, the freeway separates into two different lanes. Take the right side if you **already have a lot of Boost**; the inside right corner is the best racing line and the shortest way across this area.

The left side of the freeway, however, is slightly slower but allows you to knock opponents out of the way. Once again, stay on the **inside right** as the roads then merge back into one wide expanse. The green tunnel is approaching!

Check the left and you'll see a snaking series of wall arrows blocking your path and gradually allowing you to merge into an elongated tunnel. Screaming down a tight enclosed area into oncoming traffic may unnerve you. Stay to the right wall or left intersection and **brace for the twists to come!**



**Upper Link Course Continues at Waypoint #19!
Long Reverse Course Continues from Waypoint #4!
Lower Link Course Begins and Ends!**

WAYPOINT #6:
So Long



Only available on the Long Route Reverse, this road section features a curved left down to a slightly snaking section of sealed-off intersection, a quick right turn, and the start of your ascent to the course's southern side. Stay in the middle, and hug the inside wall as the road curves.

WAYPOINT #7:
Inside or Outside?



The quicker of the two routes is on the inside. This regular corner is **easy to drift around** if you keep feathering the gas, then straighten out. The other, outer corner is marginally slower, with an ascent as the corner begins. The only reason to head here is if you're battling or playing the Lower Link Reverse course, which doesn't allow you to enter the right lane on the first lap.

TIP

Viewing vehicles as you head over rises can be a problem. Flick to the first-person viewpoint so your vehicle isn't obscuring oncoming traffic.

WAYPOINT #8:
Tower Block Party



Zooming out of the corner, there's little time to choose between the forthcoming up-or-down curve. Be sure you've learned this section and know your preferred route. The upper, inside curve (**Waypoint #9b**) is advantageous, but that means you should have taken the left outer corner previously, at **Waypoint #7**.

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WAYPOINTS #9A and #9B: XX□
Down or Up?



The reasonably tight left corner has two separate paths: the right side is the lower route. It's **longer, features oncoming traffic**, and doesn't quite have the same racing line opportunities for the curves to come. Watch for enemies dropping from above.

The upper right side is shorter and features two exposed left sides that let you drop in on foes below, or escape those attacking you on the higher ground. Watch for the **solid middle barrier** between the gaps! This left route is preferred.

WAYPOINTS #10A, #10B, and #10C: XX□
Multi-level Mayhem Parts One, Two, and Three

Figure out which part of this complicated freeway section you're heading for. To the left are two long roads (the right of which features oncoming traffic) to a lower main freeway that joins under a bridge. The right side, meanwhile, is an **elevated shortcut** that allows quick access around and an optional drop-in on the lower section.



Take the right elevated path if you can. Hug the right inside curve up to an intersection, watching for oncoming traffic. Zip across this section, or optionally drift left, off the side of the ramp and down to **Waypoint #10f**. Or, you can continue across an upper intersection to **Waypoint #10c**.

Attempt this if you want to escape a battling enemy or make a spectacular takedown. For pure speed, stay up here and boost around to the exit (**Waypoint #11a**). The second opportunity to drop down on your foes (or escape a chaser) occurs just as the main freeway joins and rises.

WAYPOINTS #10D, #10E, and #10F: XX□
Multi-level Mayhem Parts Four, Five, and Six

If you missed the shortcut, which isn't advisable, you have a choice of routes. The left, outer road is marked with shortcut lights, but it isn't faster than the elevated road to the right. However, **the traffic isn't oncoming**, so it's safer, and it can't be landed on from the open road above and on the right.



The middle route, which is usually the one you'll enter if you don't steer quickly enough, has a few oncoming cars. Stay tight and right in the curve until the road heads into a dip and under a bridge.

This splits into four sections (**Waypoint #10f**). The right two sections have oncoming traffic to watch for. Beware of fiends dropping in from above as you enter the bridge on the right side only. Then power past the columns (optionally using them to take out foes) on the way out.

WAYPOINTS #11A, #11B, and #11C: XX□
Twin Corridors

Merge left or right, or stay in the middle depending on which road you accessed, and line yourself up with the next set of roads: a twin corridor featuring identical splits in the middle. The left one doesn't have oncoming traffic, so weigh which is more important: safety (left), or boosting (right).



You can enter either of these twin corridors, although the left one is slightly longer (this is negated if you're boosting). The left corridor is good for setting up for a racing line around the inside corner at **Waypoint #12b**.

The other twin corridor features oncoming traffic, so keep to the walls and stay left at the split for a more direct racing line. Exit either of the twin corridors and quickly make up your mind about the sharp right to come.

WAYPOINTS #12A, #12B, and #12C: XIX Southwest Drifting



WAYPOINT #13: XIX Freeway, No Falling



You must make an instant decision. There are two possible methods of drifting around this set of corners. Use either the shortcut on the extreme left, or the easily spotted inside turn to the right of the middle of the road.

Although it looks shorter on the map, the right road isn't, but it is **easiest to enter** if you didn't line yourself up with the shortcut on the left. Boost around the right turn, taking care to turn sharply (the corner is deceptively tight), then merge onto the next freeway area, watching for foes coming in from the left.

The shortcut is the outer road, and it usually isn't traversed by enemies. It allows **relatively safe, same-way access** to the freeway section around the corner, and has an easier turn.

An option on the Lower Link and Long Reverse routes is to boost under a freeway you can drop down from. The entrance is on the opposite side, so simply speed down this area as it curves left a little. Watch for central barriers.

WAYPOINTS #14A, #14B, and #14C: XIX Turning in Tokyo

The next three waypoints are at the corner following the long stretch of freeway. You can spot the entrance to the corners from a distance. The shortcut is on the outer edge, while the other road is on the right.

Once you've entered the outer corner, just **boost and turn right**. Speed up as you complete the corner, then maneuver onto the



next stretch of road; beware of the central barrier as you exit. This has a pair of shortcut lights at the entrance, but isn't shorter.

The right side turn is shorter, but it has oncoming traffic. This route is excellent for quickening your pace, but you must **drift right with force**, optionally braking to ensure that you enter this quick turn, then boost around and out.

WAYPOINTS #15A, #15B, and #15C: XIX U-Turn Tunnel

After you make a short descent from the previous corner, a large tunnel bends 180 degrees. You don't have to worry about weaving in and out of the columns if you **stay to the left**, keep your eyes peeled for the shortcut in the left wall, and drift into it, up a ramp, and out to an intersection. Boost over and back down to another left turn, leading you to the exit of the U-turn. As you enter, beware of the single central column that's easy to strike.



Of course, if you miss this, or are inside the tunnel for battling reasons, make a long drift left, straighten up for the middle section, then drift left again for the exit. As always, the oncoming traffic on the right is a problem, but **drifting to the left** puts you in the same-way traffic lane. Weave around the columns if you wish. As you exit, if you're on the main tunnel, watch for enemies coming down from the shortcut.

WAYPOINT #16: XIX Tunnel Split



Exit the U-turn tunnel and the road widens out a little. Depending on your route (Long or Lower Link), the next section features an entrance to a long snaking tunnel (Long), or a very sharp right turn (Lower Link). Prepare for subterranean high jinks either way!



Long Reverse Course Continues at Waypoint #18!

WAYPOINTS #17A, #17B, and #17C:
Lower Link Entrance



Brake sharply, and prepare for a 180-degree U-turn around a green tunnel wall. **This isn't as tricky as it sounds**, providing you brake, then boost and accelerate hard, drifting right around the curve. You're now in the Lower Link area.

Now comes a **gentle and long turn** to the left to contend with, over a rise. Take the left side if you already have a lot of Boost; the inside left corner is the best racing line and the shortest way across this area.

The right side isn't a wise plan unless you're desperate for Boost power and/or you're trying to catch up with a pack of enemies. The oncoming enemies are numerous, so keep along the right wall or inside area to dart left as soon as you can.

TIP

Use this tight U-turn corner as an ideal spot for taking out enemy cars and earning Signature Takedowns.

WAYPOINTS #17D and #17E:
Lower Link Columns



Large vehicles and central columns impede your progress here, so be careful. Remember that you can swerve between both sides of the freeway with gusto, as long as you don't hit the central columns. The columns themselves are great for smacking foes into, but your main plan is to look ahead and weave through traffic.

WAYPOINTS #17F and #17G:
Lower Link Exit



Stay on the right side of the road as the series of columns comes to an end. Boost through the intersection, and drift right onto the exit ramp. There may be oncoming traffic heading through the yellow route arrows, so **watch your racing line**. Boost up the exit ramp as it ascends and rejoins the main route around the track; the Long Route merges here.

TIP

Take out foes by slamming them into the central columns. A Signature Takedown is your reward!

Lower Link Course Continues at Waypoint #7!
Long Reverse Course Continues from Waypoint #16!

WAYPOINT #18:
Watch the Concrete Column



If you're racing the Long route, an easy right turn feeds you out into the beginning of the snaking tunnel. Study the map and determine when it is advantageous to drift into oncoming traffic, risking a collision to keep your racing line tight.

WAYPOINT #19:
Tunnel Trouble Part One



As always, the left side presents a quicker route through the tunnel, and you can continue gathering Boost by checking cars instead of swerving to avoid oncoming ones in the right lane. As you reach this point, be warned: the middle barrier splits the road into narrow tunnels, and if you're in the left lane, the racing line is across the gap to the right as the tunnel meets up. This is a **prime place to be pummeled** by oncoming cars.

WAYPOINT #20:
Tunnel Trouble Part Two



Learn when the green tunnel finishes and the orange one begins; it's at this point. Look at the map and work out how long you have left until the tunnel ends. As you dart out into the tunnel roads, you can optionally use either lane.



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WAYPOINT #21: Tunnel Trouble Part Three X□X



As you reach the tunnel exit, you can weave left and right between lanes. Your only problems are when the road splits, but the bright orange warning lights and markers let you know when this is. Check out the map and plot a good racing line depending on which side you're spending most time in.

WAYPOINT #22: Tunnel Exit X□X



It's usually better to exit the tunnel on the right side. Keep your eyes open for obstacle cars. Staying right allows easy access to the shortcut to come (**Waypoint #23c**).

WAYPOINTS #23A, #23B, and #23C: Under Construction X□X



Next comes a central freeway lane with construction work on either side. However, to the right of the main road is a shortcut that heads down a ramp, parallels the main freeway, then merges with the freeway. Choose this unless you want car combat. **It's quicker and safer.**

The other route is a vicious affair, with two sets of immovable concrete barriers pushing you into the middle of the road. Move here at once, because scaffold lights, concrete cubes, and digging machines on the left side will **all stop you dead**. Choose this route for car combat.

Once you either head up the on-ramp from the shortcut or negotiate the construction site, the routes merge. Beware of foes coming in from the side (left if you're on the main road, and right if you're on the ramp).

NOTE

Dish some damage to the assorted enemies during a drive through the construction site for a Signature Takedown.

WAYPOINTS #24A, #24B, and #24C: Turning Japanese Parts One, Two, and Three X□X

This severe corner is the course's northeastern-most part and requires you to make a couple of instantaneous choices. Just as you pass exit the construction zone, check the road ahead: there's a shortcut left, and the regular corner on your right. **Right is preferred**, although you must watch for oncoming traffic.



If you took the right route, you have a short, sharp corner to drift around. Straighten out as the curve ends.

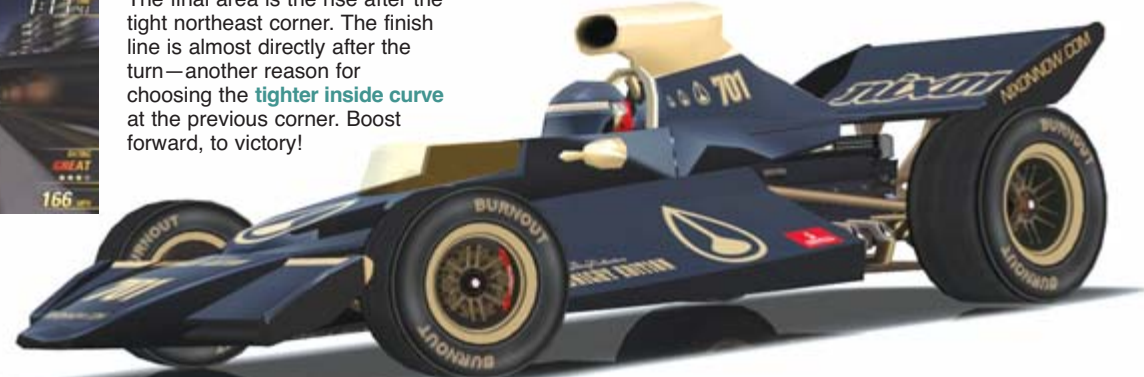
The road has an outside turn that takes a second longer to drift around, which means you can **let enemies ahead of you here** on the short route, then take them out from behind. The routes merge at the beginning of freeway route with a bridge. As the corner routes join, make sure you **don't crash** into the middle lane barrier.

WAYPOINT #25: Heading South to Complete Lap X□X



The final area is the rise after the tight northeast corner. The finish line is almost directly after the turn—another reason for choosing the **tighter inside curve** at the previous corner. Boost forward, to victory!

**Long Reverse Course Ends!
Upper Link Course Ends!**



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EVENTS

RANK 1 INFO

Available Ranking Stars: **60** Available Events: **12**
 Locations and Events: Sunshine Keys: **3** Motor City: **6** Angel Valley: **1** Lone Peak: **1** Angel Valley (Preview): **1**

IN THE BEGINNING...
RANK 1 OPEN!

BEST POSSIBLE RANK AT RANK 1: NONE



Sunshine Keys Events

Event 1 of 3 (Total: 1):
TRAFFIC ATTACK—FORWARD



CRITERION \$3,792,675

GOLD \$500,000

SILVER \$150,000

BRONZE \$50,000

Bronze Unlocks:

- Sunshine Keys Forward: Burning Lap (2 of 3; Total: 2)
- Motor City Short Reverse: Race (2 of 6; Total: 5)

Starting Rating: **Ok**



Slamming traffic going the same way as you? Can do! But to obtain the elusive Perfect Gold rating, you must follow this plan: first, boost constantly and try trick shots, such as hitting vehicles on the right rear corner so they move diagonally left, into oncoming traffic.



Second, stay on the main routes. Do not use shortcuts! Do not go into the oncoming traffic lanes on the left! When you reach the bridge, you find a great concentration of traffic, all the way up to the construction site shortcut.



As the route continues, batter same-way traffic as soon as you see any. Remember that side-checks count. Be especially gratuitous about shoving these white vans (above), as they grant you more money than cars.



The reason for boosting is simple; you get around the corner faster, which is when the x2 multiplier kicks in. You are now awarded double the cash for each hit. With good strikes, you'll gain Gold at the bridge. Stay at Awesome by constant car hitting. Remember to keep going after you hit Gold!

Event 2 of 3 (Total: 2):
BURNING LAP—FORWARD



CRITERION 1:31:72

GOLD 1:35:00

SILVER 1:49:00

BRONZE 2:15:00

Bronze Unlocks:

- Motor City Short Forward: Road Rage (4 of 6; Total: 7)

Vehicle: **Tuned R180 ST**



Begin the course by weaving left immediately around oncoming traffic. Stay along the left edge of the main street and watch the car at the corner near the bridge. Keep on the inside right part of the oncoming lane all the way to the construction shortcut.



The Boost you've built up allows you to slow slightly, then take the shortcut instead of the freeway. Boost out of the boatyard and stay in the oncoming road all the way to the end of the main road. Stay right and constantly boost to increase your rating.



Although it's possible to crash and still get the Gold, Awesome ratings only come with constant boosting. Finish your lap in the freeway's oncoming left lane.

Event 3 of 3 (Total: 3):
RACE—REVERSE



CRITERION 1st with Perfect Laps

GOLD 1st

SILVER 2nd

BRONZE 3rd

Bronze Unlocks:

- Motor City Short Forward: Grand Prix (6 of 6; Total: 9)

Number of Laps: **1**



There's only one lap to make your mark, and your main source of "Awesomeness" comes from battering foes into submission. You should have totaled at least two competitors by the start of the freeway bridge.



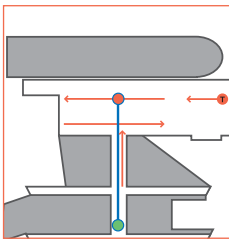
Don't crash; instead, continuously rack up slams and takedowns. By the time you reach the suspension bridge, you should have a large Boost and an Awesome rating. Spend the rest of the race taking shortcuts to ensure you're in first place.



Motor City Events

Event 1 of 6 (Total: 4): CRASH-DOCK FIGHT	
CRITERION	\$13,057,625
GOLD	\$9,000,000
SILVER	\$6,000,000
BRONZE	\$1,000,000
Bronze Unlocks:	
■ Motor City Crash: Deconstruction Site (3 of 6; Total: 6)	

Vehicle: Stock C170 MID
Wind: 0 mph
Cars to Hit: 52



After a perfect start, it's a quick and straight boost directly to the T-junction. Aim for the back of the big rig trailer, or try to hit the car in front of you. The crash needs to stop traffic heading both left and right. Use your first Crashbreaker to aim at any big rig trailers or containers. Note that the more cars you explode, the higher your score will be.



Traffic soon slams in from the direction you started in (be sure you hit the container on the incoming big rig!). Use a second Crashbreaker to land on the containers in the docks over the mesh fence to the north, after exploding more vehicles on the main area. The Target vehicle comes in from the dock road on the right and explodes at the very end of the Event.

Event 2 of 6 (Total: 5): RACE-SHORT FORWARD	
CRITERION	1st with Perfect Laps
GOLD	1st
SILVER	2nd
BRONZE	3rd
Bronze Unlocks:	
■ Motor City Short Forward: Road Rage (4 of 6; Total: 7)	
■ Modified M-Type ST	

Number of Laps: 2



The first part of the course is key to winning and acquiring a Perfect rating. When the race begins, stay in oncoming traffic to gain Boost, catching up to a foe. Then execute a takedown. Aim to have at least three takedowns before you take the left turn into the city road.



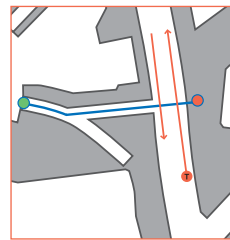
Take out another enemy so your Boost bar is maxed. Now hang around third or second position, throughout the alley, to the start of the second lap. Keep Boost ready for the last third of the second lap. Then use it all, optionally slamming the first-position foe as you go! Don't worry; you can be in third place just prior to the penultimate left corner and still win.



MODIFIED M-TYPE ST: ACQUIRED!

Event 3 of 6 (Total: 6): CRASH-DECONSTRUCTION SITE	
CRITERION	\$6,609,600
GOLD	\$3,000,000
SILVER	\$2,000,000
BRONZE	\$1,000,000
Bronze Unlocks:	
■ Motor City Crash: Cars Attacks (5 of 6; Total: 8)	
■ Compact C180 Lite	

Vehicle: 4x4 C165 MID
Wind: 0 mph
Cars to Hit: 70



It's very difficult to achieve Gold and Perfect with the Stock C170 MID. So, try the tactics with it to unlock the 4x4 C165 MID, then replay choosing this vehicle. Hit the ramp, pointing left slightly, push the nose down, and slam into the car coming in from the left.



You must block traffic moving in both direction, so replay until this occurs. Hit the Crashbreaker, ideally destroying the buses in the vicinity. Steer your wreck forward, over the railings and into a lower courtyard. Aim for the trailer for a cash bonanza. The Target car trundles in from the right.



COMPACT C180 LITE: ACQUIRED!

Event 4 of 6 (Total: 7): ROAD RAGE-SHORT FORWARD	
CRITERION	17 Takedowns
GOLD	7 Takedowns
SILVER	4 Takedowns
BRONZE	2 Takedowns
Bronze Unlocks:	
■ Angel Valley Reverse: Preview (1 of 1; Total: 12)	

Starting Time: 60 seconds



The action is straightforward: keep slamming enemies! Use the left side of the main road to boost and catch up to your first victim, then boost and slam. Ideally hit the rear corner to send your foe into a wall. Repeat this tactic along the straights. When you reach the alley, use the low ramps for Vertical Takedowns.



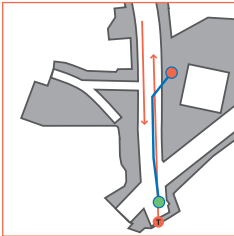
Keep up the pressure, and you'll sail past the Gold medal; which is great because this ensures a Perfect rating. If you pass a foe, don't slow down to wait; there are always more enemies ahead. If you lose Boost, attempt near-misses to build it back up. Then attack!

Event 5 of 6 (Total: 8): CRASH-CARS ATTACKS	
CRITERION	\$11,979,600
GOLD	\$8,500,000
SILVER	\$4,000,000
BRONZE	\$2,000,000

Bronze Unlocks:

- Angel Valley Crash: Hollywood Spills (1 of 1; Total: 10)

Vehicle: 4x4 C165 MID
Wind: 30 mph blowing you right
Cars to Hit: 63



Either of your vehicles is a good match for this spot of elevated mayhem. Begin by hitting the vehicle in your lane, ahead of you, and as the pile-up on the right begins, smash head-on into the oncoming foes. This brings a massive crash to the area near the ramp.



Ignore the ramp. Stay on the main thoroughfare, and use your first Crashbreaker to destroy any "big ticket" vehicles or trailers. There should be enough carnage for a second Crashbreaker. Use it to drop over the edge, onto the low courtyard, and crush as many buses and trailers down here as you can.

Event 6 of 6 (Total: 9): GRAND PRIX		
	CRITERION	1st with Perfect Laps
	GOLD	1st (overall)
	SILVER	2nd (overall)
	BRONZE	3rd (overall)
Bronze Unlocks:		
■ Rank 2 Eternal City Long Forward: Burning Lap (1 of 6; Total: 13)		
■ Modified R165 ST		

Motor City Short Forward: 2 Laps
Sunshine Keys Forward: 1 Lap
Angel Valley Forward: 1 Lap



The three courses are Motor City Short Forward (two laps), Sunshine Keys Forward (one lap), and Angel Valley Forward (one lap). Remember, you don't have to finish first in every course to claim a Perfect Gold! Refer to the Overview section for detailed information on these courses.



Modified R165 ST: Acquired!

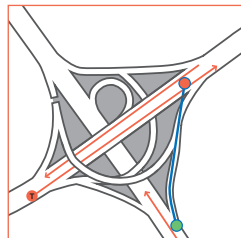


Angel Valley Events

Event 1 of 1 (Total: 10): CRASH-HOLLYWOOD SPILLS		
	CRITERION	\$11,994,350
	GOLD	\$6,000,000
	SILVER	\$4,000,000
	BRONZE	\$2,000,000

Bronze Unlocks:
■ Lone Peak Crash: Off the Beaten Truck (1 of 1; Total: 11)

Vehicle: Stock C170 MID
Wind: 20 mph blowing you left
Cars to Hit: 68



The Stock C170 MID can actually take a corner, so it's recommended for this outing. Zoom forward, tagging the front car from behind to ensure a few extra points as it crashes into the buses. Swing right, up the ramp, and hit the ramp, pointing left slightly.



You're aiming to land on the freeway to the left of the trees, on the overpass. Smash into any cars you can, and watch the pile-up with glee. Cars should collide on both sides; retry if this didn't happen. Launch Crashbreakers and scan the area for buses and the Target car, and maneuver your wreck into them.



Lone Peak Events

Event 1 of 1 (Total: 11): CRASH-OFF THE BEATEN TRUCK		
	CRITERION	\$3,970,125
	GOLD	\$2,500,000
	SILVER	\$1,500,000
	BRONZE	\$750,000

Bronze Unlocks:
■ Rank 2: White Mountain Crash:
Swiss Roll: (1 of 6; Total: 19)
■ 4x4 C180 Super

Vehicle: 4x4 C180 Super
Wind: 25 mph blowing you left
Cars to Hit: 68



This event is difficult until you realize you're responsible for two crashes! After a perfect start, head straight for the ramp, but before you launch, smash the last car on the left, sending it smashing into the buses. You want the traffic to stop in this area.



Launch off the ramp with your car facing the right. Tip your nose up all the way across the gorge. You're aiming at the cars in the center of the lookout point, near the road. Smash into them, ensuring both roads are covered. While explosions occur on the upper road from your first collision, take out the buses and big rig down below.



4x4 C180 Super: Acquired!



Angel Valley Events (Preview Only)

Event 1 of 1 (Total: 12): PREVIEW-ANGEL VALLEY REVERSE		
	CRITERION	1:28:03
	GOLD	1:45:00
	SILVER	2:05:00
	BRONZE	2:50:00

Bronze Unlocks:
■ Sunshine Keys Reverse: Race (3 of 3; Total: 3)

Vehicle: Modified R185 DX



If you crave the Gold and a Perfect rating, ignore the shortcuts to begin with, and collect some major Boost power by traveling the wrong way on the freeway. Be sure to stay on the road, not by the wall.



It's possible, but not encouraged, to finish a lap, get a Gold Perfect, and crash three times. However, it's better to stay on the main road until you reach the hillside, then take this shortcut. By now, you should have an Awesome rating. With an almost-full Boost, take all remaining shortcuts and oncoming roads to the finish.

BEST POSSIBLE RANK AFTER RANK 1:
RECKLESS WITH 13 STARS TO GO

RANK 2 INFO

Available Ranking Stars: **70** Available Events: **14**
Locations and Events: Eternal City: **6** White Mountain: **6** Central Route: **1** Central Route (Preview): **1**

**IN THE BEGINNING...
RANK 2, 3 OPEN!**

BEST POSSIBLE RANK AT RANK 2: RECKLESS WITH 13 STARS TO GO



Eternal City Events

Event 1 of 6 (Total: 13):
BURNING LAP—LONG FORWARD

CRITERION 1:49:69

GOLD 1:52:00

SILVER 2:06:00

BRONZE 2:32:00

Bronze Unlocks:

- Eternal City Forward: Race (2 of 6; Total: 14)
- White Mountain Reverse: Burning Lap (2 of 6; Total: 20)

Vehicle: Works R170 ST



Boosting is essential to claim your Gold Perfect prize, and a quick time is also necessary. Therefore, drift into the shortcut and boost over the road below. Then take the shortcut to the right of the temple, all the way to where the main road merges near the tree planters.



Stay in the oncoming traffic lane to the left (there are no vehicles, luckily), then boost and use the formal gardens shortcut to the wall arch. Replenish your Boost meter by staying on the oncoming traffic lane all the way to the large steps. The air you gain here fills your Boost meter to impressive levels.



At the base of the steps, take the shortcut over the main road to the market stalls, then ignore the three arches and boost right, into the shortcut and over the grass verge to the left side freeway. Avoid oncoming traffic until your rating hits Awesome, then simply boost to victory!

Event 2 of 6 (Total: 14):
RACE—LONG FORWARD

CRITERION 1st with Perfect Laps

GOLD 1st

SILVER 2nd

BRONZE 3rd

Bronze Unlocks:

- Eternal City Reverse: Road Rage (4 of 6; Total: 16)
- White Mountain Forward: Preview Crashbreaker Race (3 of 6; Total: 21)
- Custom R170 ST

Number of Laps: 1



The race is won or lost at the beginning. Because you'll be buffeted by rivals, it's wise to use the Modified M-Type ST. The R165 ST (shown in the screens) is lighter but more difficult to wreck opponents with. Follow the route the enemies take; shortcuts are necessary only if you're far behind.



Slam foes so you max out your Boost bar, ideally where the main road merges by the tree planters. Then use the oncoming lane, crack more enemies, and be sure you've got maximum Boost (and Awesome rating) as you reach the Colosseum freeway. Now ignore the pack, boost along the oncoming freeway lane, and drift around the final corners with ease.



Custom R170 ST: Acquired!

Event 3 of 6 (Total: 15):
CRASH—ROAD TO RUINS

CRITERION \$4,359,150

GOLD \$2,500,000

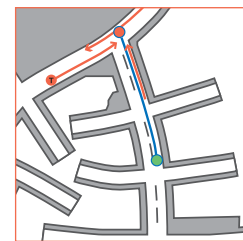
SILVER \$1,500,000

BRONZE \$600,000

Bronze Unlocks:

- White Mountain Crash: Dangerous Swerves: (4 of 6; Total: 22)
- Saloon C175 MID

Vehicle: Stock C175 Super
Wind: 0 mph
Car to Hit: 52



Boost across the first intersection and ram a white van as you reach the intersection. As it crashes into the cross traffic (ideally the bus), ram the blue van at the center of the intersection, leaving as much metal carnage as possible. Block both lanes and the junction you came from.

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Ideally, the wreckage should be close together at this intersection. When the first Crashbreaker occurs, aim at one of the buses that crashed from either direction. Then, with a final fall, gain optional extra cash by dropping northward, off the balcony into the park pit below; there are some buses to total.



Saloon C175 MID: Acquired!

Event 4 of 6 (Total: 16):
ROAD RAGE—LONG REVERSE

CRITERION 15 Takedowns

GOLD 7 Takedowns

SILVER 4 Takedowns

BRONZE 2 Takedowns

Bronze Unlocks:

- White Mountain Forward: Eliminator (5 of 6; Total: 23)
- Works M-Type ST

Starting Time: 60 Seconds



After steering left to catch oncoming Boost before the first corner, slam into foes and stay in the freeway's right lane, where you'll have plenty of takedown opportunities. Try slamming foes into walls or knocking vehicles into them.



It should take only around two-thirds of a lap to reach Gold. An Awesome rating is easy to gain as you're slamming foes, but be sure to pick the right car for the job. The weight is important: choose a vehicle that's "Light," not "Super Light."

Event 5 of 6 (Total: 17):
RACE—LONG REVERSE

CRITERION 1st with Perfect Laps

GOLD 1st

SILVER 2nd

BRONZE 3rd

Bronze Unlocks:

- Central Route Short Forward: Preview (1 of 1; Total: 26)
- Works R170 ST

Number of Laps: 1



Just like the previous Road Rage Event (#16), you'll be doing a lot of bashing and crashing from the very start. Swing left to gain Boost as you start, and rampage through enemies at the start of the freeway. Be warned though: big rigs are now on the track! Avoid them at all costs!



By the time you reach the domed chapel area, you should have done enough damage to warrant an Awesome rating (oncoming road driving and lots of enemy takedowns can get you the rating prior to this). Begin to break away from the pack at the four arches; don't boost away too early, or your rating suffers.



Works R170 ST: Acquired!

Event 6 of 6 (Total: 18):
CRASH—CIRCLE OF STRIFE

CRITERION \$4,845,700

GOLD \$3,000,000

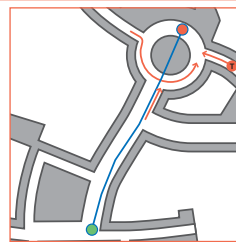
SILVER \$2,000,000

BRONZE \$1,000,000

Bronze Unlocks:

- White Mountain Crash: Dangerous Swerves: (4 of 6; Total: 22)
- Compact C185 Super

Vehicle: Compact C185 Super
Wind: 30 mph blowing you right
Car to Hit: 51



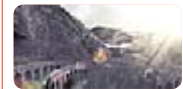
You have only one car option, but it's an amusing contraption. Use it wisely by accelerating between the first two cars and slamming the car on the right, just before the ramp through the roundabout. There's a fierce wind blowing, so mount the ramp while facing diagonally left.



Let the wind carry you through the center of the columns, into the bus on the other side of the roundabout. Let gravity do the rest; the ensuing explosion covers all lanes of the roundabout, and the pile-up begins! At the Crashbreaker, float your car toward the other bus to wreck it. Move counter-clockwise around the roundabout, hitting cars coming out of joining roads, including the Target car.



Compact C185 Super: Acquired!



White Mountain Events

Event 1 of 6 (Total: 19):
CRASH—SWISS ROLL

CRITERION \$7,946,400

GOLD \$3,000,000

SILVER \$1,500,000

BRONZE \$650,000

Bronze Unlocks:

- Eternal City Crash: Road to Ruins: (3 of 6; Total: 15)

Vehicle: 4x4 C165 MID
Wind: 0 mph
Cars to Hit: 60



The 4x4 C165 or the Stock C175 Super are both good choices for this Crash Event, but be sure you can handle the C165's wild ride! The first contact is at the far end of the clock tower; take out the blue car to cause an early pile-up; you'll have more time to collect cash!





After steering back into control, plow into the back of the big rig at the junction ahead. Smack it so it jackknifes across both lanes. The ensuing chain reaction causes an almost instant fill of your Crashbreaker meter.



Oblige the gods of metal carnage, and explode your vehicle, seeking the nearest big rig, bus, or trailer that hasn't been damaged. Train your vehicle on the Target car coming in, too. If you caused an early pile-up as instructed, you'll get another Crashbreaker, taking you well over your total.

Event 2 of 6 (Total: 20):
BURNING LAP—REVERSE

CRITERION	2:19:71
GOLD	2:21:00
SILVER	2:35:00
BRONZE	3:00:00

Bronze Unlocks:

- Eternal City Reverse: Road Rage (4 of 6; Total: 16)
- White Mountain Forward: Preview Crashbreaker Race (3 of 6; Total: 21)

Vehicle: Prototype R175 ST

The time to beat isn't that difficult once you've learned the nuances of this course, and how to obtain masses of Boost! Take the oncoming road, complete both jumps, and at the bridge, boost across the gap to really fill your Boost meter and rating!



You should obtain the Awesome rating as you pass by the clock tower in town. Prior to this, keep boosting constantly, attempt Great or Awesome drifts through the switchbacks, and take the main road (oncoming, naturally) through town. Grab more Boost via the ramped corridor as you exit town.



Attempt more outstanding drifts up the switchbacks, then boost through the tunnel. Until you're really proficient, there's no need to chance the oncoming traffic or lower dirt roads on the two-tiered area. A quick drift around the last corner, and you're done.

Event 3 of 6 (Total: 21):
CRASHBREAKER RACE—FORWARD

CRITERION	1st with Perfect Laps
GOLD	1st
SILVER	2nd
BRONZE	3rd

Bronze Unlocks:

- White Mountain Forward: Eliminator (5 of 6; Total: 23)

Number of Laps: 1



The Works M-Type ST is a good car to choose, as it's heavy enough to slam foes into walls without compromising your racing line or control. The initial two-tiered area is great for crushing the enemy. Aim to fill your meter by the time you hit the switchbacks, and remember: Crashbreakers are armed, so use them!



By the time you hit the bridge with the hole in it, you should have a Boost bar at maximum, and filled all the way. From here, as long as you take both the jumps on the mountain pass and stay oncoming, you don't need further takedowns; simply boost for the finish!

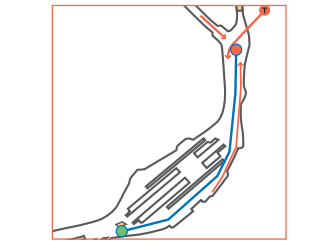
Event 4 of 6 (Total: 22):
CRASH—DANGEROUS SWERVES

CRITERION	\$12,317,110
GOLD	\$8,500,000
SILVER	\$6,000,000
BRONZE	\$1,500,000

Bronze Unlocks:

- Central Route Crash: Crispy Fried Truck: (1 of 1; Total: 25)

Vehicle: Saloon C175 MID
Wind: 25 mph blowing you right
Cars to Hit: 43



It's time to take your new jalopy out for a spin! The Saloon C175 is a good option, as it is compact and creates a small area of twisted metal, which is a good plan here. Ignore the ramp on the left, and instead, scoot up the middle of the road. Smash into the big rig at the end of the ramp.



The explosion causes a concentration of carnage near the ramp end. This is perfect because vehicles are coming from either direction. When your first Crashbreaker is available, detonate and crush as many of the nearby "big ticket" vehicles as you can. There's time for a second Crashbreaker too; aim back to the start, into the Target car.

Event 5 of 6 (Total: 23):
ELIMINATOR—FORWARD

CRITERION	1st with Perfect Laps
GOLD	1st
SILVER	2nd
BRONZE	3rd

Bronze Unlocks:

- Eternal City Reverse: Race (5 of 6; Total: 17)

Starting Time: 30 seconds



The Works M-Type ST is a good choice here. It isn't super light, so it can hold its own against the fearsome foes you're facing! Although this is your first Eliminator, the tactics are similar to the Race you just did here: build your Boost bar at the start by slamming rivals into the sides and the approaching big rig.



Fill your Boost bar to maximum, then boost to first. Next, drive without boosting until you're passed. Then boost and take the leader out. Continue this until you reach the bridge with the gap in it. With a full, 4x Boost bar, boost all the way to the finish.



Assuming you're making good headway, sixth is gone just after the tunnel and crossroads. Fifth is gone as you reach the entrance to town. Fourth is gone just as you hit the switchbacks. Third is gone at the broken bridge. Second is gone as you reach the end of the lap. Break away from the pack (with full Boost) as third place is eliminated.

Event 6 of 6 (Total: 24):
GRAND PRIX 2

CRITERION 1st with Perfect Laps

GOLD 1st (overall)

SILVER 2nd (overall)

BRONZE 3rd (overall)

Bronze Unlocks:

- Rank 3 Central Route Long Forward: Burning Lap (1 of 6; Total: 27)
- Rank 3 Eastern Bay Lower Link Forward: Road Rage (1 of 7; Total: 33)
- Rank 3 Eastern Bay Lower Link Forward: Burning Lap (2 of 7; Total: 34)
- Custom M-Type ST

White Mountain Reverse: 1 Lap
Eternal City Reverse: 1 Lap
Central Route Short Forward: 2 Laps



The three courses are White Mountain Reverse (1 lap), Eternal City Reverse (1 lap), and Central Route Short Forward (2 laps). Remember, you don't have to finish first in every course to claim a Perfect Gold (but try for at least two of them). Refer to the Overview section for detailed information on these courses.



Custom M-Type ST: Acquired!



Central Route Events

Event 1 of 1 (Total: 25):
CRASH-CRISPY FRIED TRUCK

CRITERION \$5,088,300

GOLD \$4,000,000

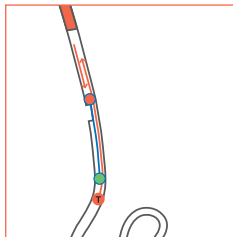
SILVER \$2,000,000

BRONZE \$1,000,000

Bronze Unlocks:

- Eternal City Crash: Circle of Strife: (6 of 6; Total: 18)

Vehicle: Saloon C175 MID
Wind: 22 mph blowing you left
Car to Hit: 73



A number of vehicles can deliver explosive joy to this junction, but the large Crashbreaker radius of the Saloon is most helpful. Begin by boosting forward. At the first ramp, turn right, then steer into the wind. Don't dip or raise the nose, though. Hit the second ramp, then keep to the right side of the street.



Make impact at the right side of the junction as there are three flows of traffic here. When the first Crashbreaker occurs, explode all of the nearby cars, and any big vehicles you can fall into. If there's a second Crashbreaker, fly across to the group of buses ahead and left of your impact point.



Central Route (Preview) Events



Event 1 of 1 (Total: 26):
PREVIEW-SHORT FORWARD

CRITERION 46:61

GOLD 1:00:00

SILVER 1:15:00

BRONZE 1:35:00

Bronze Unlocks:

- White Mountain: Grand Prix 2 (6 of 6; Total: 24)

Vehicle: EA GT Racer



This vehicle is a beast, and supremely drivable, so your lap will be over in no time! However, you need to boost your rating too, so start by steering right, gaining oncoming boost power. At the alleyway, take the low or high scaffold ramp. Keep your speed up, and take the stepped shortcut. Drifting, taking corners on the inside,



and choosing shortcuts only when they increase your Boost are the keys to a Gold Perfect. You can get a much faster (below 45 second) lap time if you ignore your rating. For example, the dragon alley is quicker, but taking the outside corners instead gives you more rating points.

BEST POSSIBLE RANK AFTER RANK 2:
FEARLESS WITH 20 STARS TO GO

RANK 3 INFO

Available Ranking Stars: 70 Available Events: 14
Locations and Events: Central Route: 6 Eastern Bay: 7 Lone Peak (Preview): 1

IN THE BEGINNING...
RANK 3, 4, 5 OPEN!

BEST POSSIBLE RANK AT RANK 3: FEARLESS WITH 20 STARS TO GO

Event 1 of 6 (Total: 27):
BURNING LAP—LONG FORWARD

	CRITERION	1:22:53
	GOLD	1:11:00
	SILVER	1:26:00
	BRONZE	1:50:00

- Bronze Unlocks:**
- Eastern Bay Long Forward: Race (3 of 7; Total: 35)
 - Central Route Long Forward: Traffic Attack (3 of 6; Total: 29)

Vehicle: Limited R190 DX



The short time you have to get around a long course is made more difficult by the constant rating advancements you need. Steer right as you begin, gaining oncoming Boost, and enter the elevated station for airborne Boost power. Stay on the main roads and spend the first part of the course increasing your Boost.



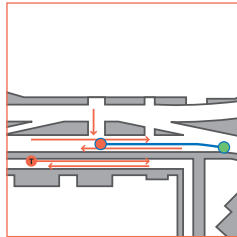
To gain exceptional Boost, take the scaffold ramp on the left as you reach the town's center. Use the low dip to the right of the bus depot for more Boost. Because this is a longer course, it's easier to reach an Awesome rating earlier, allowing you to take shortcuts such as the dragon alley and final tunnel.

Event 2 of 6 (Total: 28):
CRASH—PRAWN SMACKERS

	CRITERION	\$11,526,300
	GOLD	\$5,500,000
	SILVER	\$3,500,000
	BRONZE	\$1,000,000

- Bronze Unlocks:**
- Eastern Bay Crash: Intersection Dissection: (4 of 7; Total: 36)

Vehicle: 4x4 C180 Super
Wind: 0 mph
Cars to Hit: 72



Making the biggest mess of the intersection straight ahead is only part of the plan. Accelerate forward, hitting the tuk-tuk into the bus so that both lanes pile up at the T-junction; you want the side road blocked as well. With your finishing tumble, steer left, over the side of the road, and drop down.



Land on a second roadway, left of the main one, and stop traffic in both directions. The Target car drives along here. At the first Crashbreaker, get out to the main thoroughfare and hit a few big-ticket buses and big rigs. Continue to aim for these vehicles when the Crashbreaker occurs again.

Event 3 of 6 (Total: 29):
TRAFFIC ATTACK—LONG FORWARD

	CRITERION	\$2,919,600
	GOLD	\$400,000
	SILVER	\$150,000
	BRONZE	\$75,000

- Bronze Unlocks:**
- Eastern Bay Long Reverse: Eliminator (5 of 7; Total: 37)
 - Prototype R175 ST

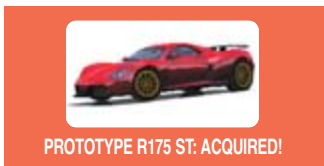
Starting Time: 45 seconds



The trick here is to use the main city streets, not the shortcuts, and stay on the left side of the road; oncoming traffic is on the right! Hit vehicles as you negotiate the course. You'll achieve Bronze around the time you hit the crossroads near the scaffold ramp.



Find a good concentration of vehicles to the right of the bus depot and on the main road near the dragon alley. Boost constantly—you need the points multiplier to reach Gold, which is usually achieved around the bus depot on the second lap. If you're good enough, you can increase your cash considerably afterward!

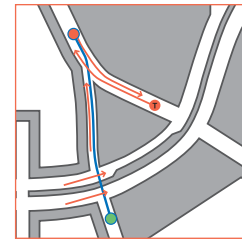


Event 4 of 6 (Total: 30):
CRASH—TRAM-A-TISED

	CRITERION	\$12,646,800
	GOLD	\$8,500,000
	SILVER	\$5,500,000
	BRONZE	\$2,000,000

- Bronze Unlocks:**
- Eastern Bay Crash: Smashed in Translation: (6 of 7; Total: 38)
 - Off Road C170 MID

Vehicle: 4x4 C180 Super
Wind: 0 mph
Cars to Hit: 68



Choose something bulky with a great Crashbreaker effect, and boost forward, steering clear of the car and tram to the left. Cross the intersection, optionally tagging the car into the big rig on the left, then hit the ramp. You're aiming for the big rig container.



This results in a giant pile-up in the area; be sure it's in both directions! Then, steer your Crashbreaker explosion toward any stopped or slightly wrecked bus or big rig. The Target car heads in the same direction as the big rig you slammed into.



Event 5 of 6 (Total: 31):
RACE—LONG REVERSE

	CRITERION	1st with Perfect Laps
	GOLD	1st
	SILVER	2nd
	BRONZE	3rd

- Bronze Unlocks:**
- Lone Peak Forward: Preview (1 of 1; Total: 40)
 - Limited R175 ST

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Starting Time: 45 seconds



Keep up with your rivals and try to damage as many as you can as early as possible. This is a single lap, so fill the bar as soon as possible. Don't speed off; build that bar!



By the time you reach the main road from the dragon alley, your Boost bar needs burning. Use the inside corner, then optionally head into the left-hand dip to add more Boost. Take the left road at the six-way intersection, and beat your punk rival to the post!



LIMITED R175 ST: ACQUIRED!

Event 6 of 6 (Total: 32):
CRASH—STREET CAR SET ON FIRE

CRITERION \$8,620,800

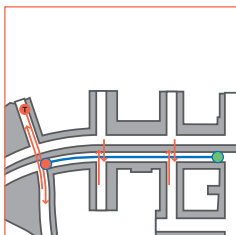
GOLD \$4,000,000

SILVER \$2,000,000

BRONZE \$1,000,000

Bronze Unlocks:
 ■ Rank 4: Lone Peak Crash: Round the Bend: (1 of 6; Total: 48)
 ■ Mobile Diner

Vehicle: Mobile Diner
 Wind: 10 mph blowing you right
 Cars to Hit: 89



This bulky truck has an incredible Crashbreaker force, but it takes an equally incredible amount of time to build it up. Achieve this with multiple crashes on your way down the hill. Slam into the tuk-tuk on the left, then leap the ramp head on.



Straighten your landing based on the wind (don't tip the van up or down). Bash the second tuk-tuk on the right and leap the next intersection as the crash occurs. Land the van a second time, then take the third ramp, staying to the left. Aim to slam into the left side of the bus, and hit the big rig.



You'll easily hit your first Crashbreaker; use it to destroy a group of buses parked directly ahead of your initial trajectory. As the explosions continue, seek out big-ticket rigs and destroy them, or land on the Target car coming in from the right.



MOBILE DINER: ACQUIRED!



Eastern Bay Events

Event 1 of 7 (Total: 33):
ROAD RAGE—LOWER LINK FORWARD

CRITERION 25 Takedowns

GOLD 10 Takedowns

SILVER 4 Takedowns

BRONZE 2 Takedowns

Bronze Unlocks:

- Central Route Long Forward: Traffic Attack (3 of 6; Total 29)
- Eastern Bay Long Forward: Race (3 of 7; Total: 35)

Starting Time: 60 seconds



This task begins with an almost instant Bronze medal if your vehicle is Light (not Super Light). Snag your first two victims on the ramp down to the freeway, smacking additional foes into the freeway columns.



Obtaining a Perfect rating is simple: defeat four foes before you reach the green tunnel 180-degree turn, gaining the Silver medal. Now, go for Gold (or past it!) by learning the course and catching all subsequent rivals until the time runs out.

Event 2 of 7 (Total: 34):
BURNING LAP—LOWER LINK FORWARD

CRITERION 45:22

GOLD 1:25:00

SILVER 1:39:00

BRONZE 2:05:00

Bronze Unlocks:

- Central Route Long Forward: Traffic Attack (3 of 6; Total 29)
- Eastern Bay Long Forward: Race (3 of 7; Total: 35)

Vehicle: Custom R185 DX



Your task is straightforward once you've learned the oncoming roads and ramps on this course. However, gaining a Gold Perfect is a little more involved as you have to tame this beast of a car. The Custom R185 DX has a tendency to oversteer, especially after the 180-degree turn in the green tunnel. Don't over-boost on the way out!



Maneuver into the oncoming traffic lane as much as you can. If you don't, you can run out of steam at the elevated platform. Drop down and gain more power. Crashing usually ruins your chances of a Gold time, so be careful. Don't worry too much about oncoming vehicles; traffic is light.

Event 3 of 7 (Total: 35):
RACE—LONG FORWARD

CRITERION 1st with Perfect Laps

GOLD 1st

SILVER 2nd

BRONZE 3rd

Bronze Unlocks:

- Eastern Bay Long Reverse: Eliminator (5 of 7; Total: 37)

Number of Laps: 1



Your car choice is important here, as you need a machine that handles well but is heavy enough to slam foes into walls. Build your bar up a couple of notches in the first tunnel, and learn the course before you seriously attempt a Gold Perfect.



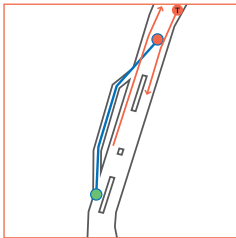
Keep up, but don't accelerate past your foes throughout this long lap. Keep your Boost bar at maximum and your position at first or second until you reach the right corner with the pink billboard and the two-tiered road. Now boost and beat these chumps to the finish line!

Event 4 of 7 (Total: 36):
CRASH—INTERSECTION DISSECTION

CRITERION	\$9,977,375
GOLD	\$4,000,000
SILVER	\$2,000,000
BRONZE	\$1,000,000

Bronze Unlocks:
■ Central Route Crash: Tram-A-Tised: (4 of 6; Total: 30)

Vehicle: Saloon C175 MID
Wind: 0 mph
Cars to Hit: 49



This Crash Event has multiple vehicles and routes to choose from. One combo that works well is using the Saloon; after a start, head left up the ramp instead of weaving through the traffic. You need to get ahead of the big rigs and stop traffic in both lanes.



Do this by smacking one of the three tuk-tuks (not all of them or you'll lose speed) into the corner of the overpass bridge. As they scatter, they'll help halt the vehicles. Meanwhile, strike one of the large buses or trailers, then roll right into the oncoming big rig. Let the Crashbreakers do the rest and aim for the buses and big rigs! The Target car is heading in oncoming traffic.

Event 5 of 7 (Total: 37):
ELIMINATOR—LONG REVERSE

CRITERION	1st with Perfect Laps
GOLD	1st
SILVER	2nd
BRONZE	3rd

Bronze Unlocks:
■ Eastern Bay Long Reverse: Eliminator (5 of 7; Total: 37)

Starting Time: 30 seconds



This Eliminator may present a challenge as it's the first time you've played through the Long course in reverse. Learn the track by playing it online or with a friend before you attempt perfection. Once you begin, spend the first 30 seconds claiming victims and building Boost in the usual manner.



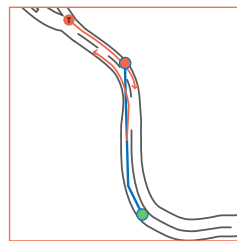
Claiming victory is all about knowing the track well, staying in the oncoming lane, and avoiding enemies. (As a good rule of thumb, if it's an exit, a rise, or a blind corner, expect an innocent vehicle to be in your way!) Just as you reach the freeway construction area, tear away from the final foe.

Event 6 of 7 (Total: 38):
CRASH—SMASHED IN TRANSLATION

CRITERION	\$9,060,750
GOLD	\$4,500,000
SILVER	\$2,500,000
BRONZE	\$1,500,000

Bronze Unlocks:
■ Central Route Crash: Street Car Set on Fire: (4 of 6; Total: 32)

Vehicle: Off Road C170 MID
Wind: 0 mph
Cars to Hit: 49



You need a heavy truck for this event. Turn right, staying on the upper of the two roads, and aim to smash into the rear of the large black van. It, in turn, hurtles into the big rig and trailer, blocking all traffic on the upper tier. Meanwhile, the remains of your vehicle should crash off the side, into the oncoming traffic below.



It's possible to get a Gold medal well in advance of the required total if you tag the big rig or bus in the oncoming lane. Wait as the pile-up continues and when the Crashbreaker comes, use the first to detonate all nearby vehicles, and the second to fly back the way you came, landing on a bus you may have missed. The Target car crashes into the oncoming traffic pile.

Event 7 of 7 (Total: 39):
GRAND PRIX 3

CRITERION	1st with Perfect Laps
GOLD	1st (overall)
SILVER	2nd (overall)
BRONZE	3rd (overall)

Bronze Unlocks:
■ Rank 4 Angel Valley Forward: Race (1 of 6; Total: 45)
■ Motor City Short Forward: Eliminator (1 of 4; Total: 41)
■ Limited M-Type ST

Eastern Bay Lower Link Forward: 2 Laps
Central Route Long Forward: 1 Lap
Lone Peak Reverse: 1 Lap



The three courses are Eastern Bay Lower Link Forward (2 laps), Central Route Long Forward (1 lap), and Lone Peak Reverse (1 lap). Remember, you don't have to finish first in every course to claim a Perfect Gold, but try for at least two of them. Refer to the Overview section for detailed information on these courses.



BURNOUT REVENGE

Event 1 of 1 (Total: 40): PREVIEW-FORWARD		
	CRITERION	1:11:54
	GOLD	1:25:00
	SILVER	1:49:00
	BRONZE	1:55:00
Bronze Unlocks: ■ Eastern Bay: Grand Prix 3 (7 of 7; Total: 39)		
Vehicle: Hot Rod		



The Hot Rod screams around this course. Although the main road oncoming gives you Boost, it's better to begin on the left side of the train tracks and boost across the marsh bridge to the main road. Keep boosting, and stay on the main road as there's less chance of losing control.



Optionally take the forest glade shortcuts and stay left in the lumber yard to minimize getting caught on machinery. As you leave the lumber yard, take the left, upper path to the finish.



Be very careful on the final right corner just after the roads merge; there's a trailer and it isn't getting out of your way! Head left around it, or pass by it on the dirt if you're truly exceptional.

**BEST POSSIBLE RANK AFTER RANK 3:
INSANE WITH 58 STARS TO GO**

RANK 4 INFO

Available Ranking Stars: **75** Available Events: **15**
 Locations and Events: Motor City: **4** Angel Valley: **3** Lone Peak: **6** Eternal City: **1** Eternal City (Preview): **1**

IN THE BEGINNING... RANK 5, 6, 7 OPEN!

BEST POSSIBLE RANK AT RANK 4: INSANE WITH 58 STARS TO GO



Motor City Events

Event 1 of 4 (Total: 41): ELIMINATOR-SHORT FORWARD		
	CRITERION	1st with Perfect Laps
	GOLD	1st
	SILVER	2nd
	BRONZE	3rd
Bronze Unlocks: ■ Motor City Long Forward: Traffic Attack (2 of 4; Total: 42) ■ Lone Peak Forward: Race (2 of 6; Total: 49)		
Starting Time: 30 seconds		



A Light, not Super Light, car is a good choice if you haven't unlocked any special vehicles yet, as it's the fastest of your current cars (unless you're replaying this Event), and it's heavy enough to damage foes. Along the first straight road, enemies are more difficult to slam into. Try shoving innocent vehicles into them instead.



If you've driven perfectly, it takes two complete laps for all your foes to be eliminated, so you can gauge when you need to hang back, and when to catch up. Don't hit too many buildings or oncoming cars and stay on the most direct routes through the alley and straight industrial roads.

Event 2 of 4 (Total: 42): TRAFFIC ATTACK-LONG FORWARD		
	CRITERION	\$3,405,250
	GOLD	\$400,000
	SILVER	\$150,000
	BRONZE	\$75,000
Bronze Unlocks: ■ Lone Peak Reverse: Burning Lap (2 of 4; Total: 42) ■ Motor City Long Reverse: Road Rage (2 of 6; Total: 49)		
Starting Time: 40 seconds		



A heavier vehicle helps a little during this monstrous smashup through Motor City, but knowledge of the course is even better. Don't take any shortcuts. Use the parked vehicles in the alley to add to your score, and push against cross traffic so you don't crash. Weave along the main road in the middle of the docks, and take the freeway on-ramp rather than going underneath. Keep boosting!



First, make sure you're attempting trick shots. Ramming vehicles into oncoming traffic, or better yet, big rigs, allows you to keep your time up and increase your score. Of course, never hit any big rigs directly, and don't give up if you crash; you can still claim a Perfect Gold!



Event 3 of 4 (Total: 43): ROAD RAGE-LONG REVERSE		
	CRITERION	21 Takedowns
	GOLD	12 Takedowns
	SILVER	9 Takedowns
	BRONZE	6 Takedowns
Bronze Unlocks: ■ Eternal City Short Forward: Preview (1 of 1; Total: 55) ■ Tuned M-Type ST		
Starting Time: 60 seconds		



Steer one of your heavier cars into as many rivals as possible. Attempt to explode at least four enemies by the time you reach the industrial complex. Also, vary your routes as shown above. The shortcut allows many more opportunities for takedowns.



Aim to complete nine takedowns by the time you reach the docks, and your full complement of victories for Gold by the time you complete a lap. The problem isn't time, but the endurance of your car; it's vital that you don't hit too many objects (other than enemies), or you won't have enough of a car to finish!



TUNED M-TYPE ST: ACQUIRED!

Event 4 of 4 (Total: 44):
GRAND PRIX 4

CRITERION 1st with Perfect Laps

GOLD 1st (overall)

SILVER 2nd (overall)

BRONZE 3rd (overall)

Bronze Unlocks:

- Rank 5 White Mountain Forward: Burning Lap (1 of 3; Total: 68)
- Criterion M-Type ST

Motor City Long Forward: 2 Laps
Lone Peak Reverse: 2 Laps
Eternal City Short Forward: 3 Laps



The three courses are Motor City Long Forward (two laps), Lone Peak Reverse (two laps), and Eternal City Short Forward (three laps). You don't have to finish first in every course to claim a Perfect Gold, but try for at least two of them. Refer to the track overview chapters for detailed information on these courses.



CRITERION M-TYPE ST: ACQUIRED!



Angel Valley Events

Event 1 of 3 (Total: 45)
RACE-FORWARD

CRITERION 1st with Perfect Laps

GOLD 1st

SILVER 2nd

BRONZE 3rd

Bronze Unlocks:

- Motor City Long Forward: Traffic Attack (2 of 4; Total: 42)
- Lone Peak Forward: Race (2 of 6; Total: 49)

Number of Laps: 2



The initial part of the course is the series of winding roads through the hills. These roads test your memory. Try to learn the shortcuts after a couple of takedowns at the start. If you're fast enough, head right, into the shortcut from the start, and launch onto two enemies at the first intersection for a double Vertical Takedown—the only place this can happen!



The freeway is slammed, but don't let that put you off; you have more chances to take a foe apart. This is only necessary on the first lap. For the second, max your Boost bar and take a tour of the overflow channel running alongside the freeway.

Event 2 of 3 (Total: 46):
CRASH-DRAIN DAMAGE

CRITERION \$18,615,625

GOLD \$15,000,000

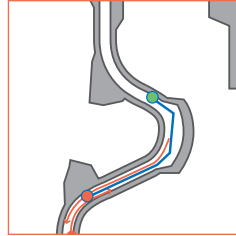
SILVER \$7,000,000

BRONZE \$4,000,000

Bronze Unlocks:

- Eternal City Crash: Circle of Strife (1 of 1; Total: 54)
- SUV C150 HVY

Vehicle: 4x4 C180 Super (Off Road C170 Mid, or any fast heavy vehicle)
Wind: 30 mph blowing you left
Cars to Hit: 84



After a Perfect Start, avoid the vehicle in the drain, accelerate up the left ramp, and attempt to clip (rather than hit) the parked car at the exit onto the freeway. The car spins back and helps block the near side of the freeway that's moving left to right. Meanwhile, use Aftertouch to tumble into the buses heading right to left, in the far lanes.



Obtain a Crashbreaker and fire it as quickly as possible, then instead of maneuvering up and down the freeway with your smoking hulk, fly over and into the other side of the storm drain you started in. With your next Crashbreaker, deliver explosions to all of the big rigs and vehicles parked here.



SUV C150 HVY: ACQUIRED!

Event 3 of 3 (Total: 47):
ROAD RAGE-REVERSE

CRITERION 21 Takedowns

GOLD 15 Takedowns

SILVER 9 Takedowns

BRONZE 6 Takedowns

Bronze Unlocks:

- Motor City Forward: Grand Prix 4 (4 of 4; Total: 44)
- Criterion R180 ST

Starting Time: 60 seconds



The vehicles you're chasing are a little more savvy than before. The Event begins with a journey onto the freeway, which is a good opportunity to score a few takedowns into oncoming traffic. Keep your speed up at all times, and don't worry if you haven't reached Bronze by the time you hit the main strip; you should achieve it soon after.



The mayhem continues throughout the track. Stay on the main road where there are more takedown opportunities, as well as areas to escape from. Once on the hills, doggedly refuse to stop chasing your foes, and continue the laps until you hit Gold.



CRITERION R180 ST: ACQUIRED!



Lone Peak Events

Event 1 of 6 (Total: 48):
CRASH-ROUND THE BEND

CRITERION \$4,185,225

GOLD \$3,000,000

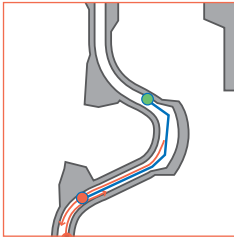
SILVER \$1,500,000

BRONZE \$750,000

Bronze Unlocks:

- Lone Peak Crash: Forest Bump (3 of 6; Total: 50)

Vehicle: Stock C170 MID, Saloon C175 MID (Sport C180 or C190)
Wind: 0 mph
Cars to Hit: 49



Attempt a Perfect Start, then avoid the traffic on the right, taking the corner as directly as possible. There's an oncoming big rig as you reach the beauty spot on the right. Slam straight into the front of the big rig, but aim most of the impact on the truck's right corner.



When impact occurs, use hard Aftertouch to head right, into the gravel vantage point. Tumble into as many stationary cars as you can to set them aflame, then use your Crashbreaker. Fire it, then slam into as many additional parked cars as you can. For the best score, a second Crashbreaker is needed.

Event 2 of 6 (Total: 49): RACE-FORWARD		
	CRITERION	1st with Perfect Laps
	GOLD	1st
	SILVER	2nd
	BRONZE	3rd

- Bronze Unlocks:**
- Lone Peak Reverse: Burning Lap (2 of 4; Total 42)
 - Motor City Long Reverse: Road Rage (2 of 6; Total: 49)
 - Tuned R180 ST


Number of Laps: 2



There are two laps to attempt in this race, meaning you don't need to build your Boost meter quite as quickly as before. Some key places to expect combat are in the woods between the bridges, the lumber yard, and the mountain passes. The left route is quicker.



Ensure victory by keeping your Boost ready for when you reach the exit of the lumber yard on the final lap. Make sure the meter's full, then boost to the junction, go left and around the shorter mountain pass, then maneuver through the final hairpins to victory!

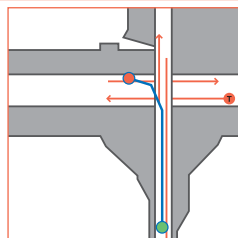


TUNED R180 ST: ACQUIRED!

Event 3 of 6 (Total: 50): CRASH-FOREST BUMP		
	CRITERION	\$18,649,100
	GOLD	\$14,000,000
	SILVER	\$8,000,000
	BRONZE	\$2,500,000

- Bronze Unlocks:**
- Angel Valley Crash: Drain Damage (2 of 3; Total: 46)

Vehicle: 4x4 C180 Super (or a quick and heavy vehicle, such as the Mobile Diner)
Wind: 30 mph blowing you right
Cars to Hit: 68



With a Fast or Perfect Start, stay to the right, checking as many of the same-way vehicles as you can on the approach to the bridge. As you reach the bridge, aim at one of the parked cars on either side of the bridge. Slam into them at maximum velocity and they fall onto the road below, blocking traffic on the far right side.



As you fall through the air, use Aftertouch to land on the road's left side, so you block the other side. Now both roads are blocked. Then attempt as many Crashbreakers as possible. You need at least three. Attack burning vehicles, but pay attention and strike both sets of parked cars on the dirt between the roads, on either side of the bridge.

Event 4 of 6 (Total: 51): BURNING LAP-REVERSE		
	CRITERION	1:11:66
	GOLD	1:20:00
	SILVER	1:34:00
	BRONZE	2:00:00

- Bronze Unlocks:**
- Eternal City Short Forward: Preview (1 of 1; Total 55)

Vehicle: Custom R202 GT



You must complete this deceptively simple course without making any mistakes. Take the right mountain pass route at the first junction, and don't worry about oncoming traffic—there isn't any. Boost through the lumber yard, use shortcuts in the woods, and don't lose it at the railroad crossing!



Keep your Boost up and take a shortcut through the trailer park. Watch the hard left corner on the grass; this is one of those cars that fishtails if you boost and turn at low speeds. Cross the marsh bridge, follow the railroad track to the road, and merge to finish.

Event 5 of 6 (Total: 52): ELIMINATOR-REVERSE		
	CRITERION	1st with Perfect Laps
	GOLD	1st
	SILVER	2nd
	BRONZE	3rd

- Bronze Unlocks:**
- Motor City Forward: Grand Prix 4 (4 of 4; Total 44)

Starting Time: 30 seconds



Pick a car that can hold its own when ramming the other enemies throughout this Eliminator. Try to build your Boost up so that it's at maximum when you reach the lumber yard for the first time; the mountain pass roads are perfect for this plan.



Only three competitors are left after a lap, which means that you should have a reasonably full Boost bar. Begin to pull away as you reach the lumber yard for the second time. Head out of the yard, into the woods, and maintain your lead for the win.

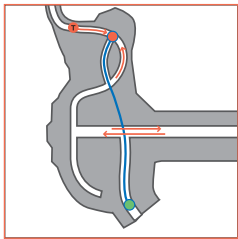
Event 6 of 6 (Total: 53):
CRASH—MOUNT CRUSHMORE

	CRITERION	\$7,904,000
	GOLD	\$6,000,000
	SILVER	\$3,500,000
	BRONZE	\$2,000,000

Bronze Unlocks:

- Rank 5: Eternal City Crash: Rome Wrecker (1 of 9; Total: 59)
- Stock C175 Super

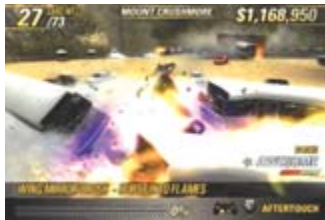
Vehicle: Stock C175 Super
Wind: 25 mph blowing you right
Cars to Hit: 73



Mount Crushmore reveals its Gold medal with careful driving. From the start, use the flyover camera to reset all of the cars. Then execute a Perfect Start, and slam into both parked cars at the base of the hill, clearing your way to the ramp.



Hit the ramp at full speed. Steer in the air so you land in the middle of the trail, ideally behind or on top of the lead car. Boost forward, and smash into the rear of the red car, sending it into the parked bus and van. Follow it through and the main crash occurs.



With skill or luck, you'll continue your tumble into the parking area behind the road, where a group of buses are parked. Use your first Crashbreaker to explode them and the big rig while the crash continues and the Target car on the far left road (if you're viewing from the start) blows up.



Complete your carnage with a second Crashbreaker to ensure Gold, flying across to the other side of the parking area and demolishing any remaining big rigs or buses.

STOCK C175 SUPER: ACQUIRED!

Eternal City Events

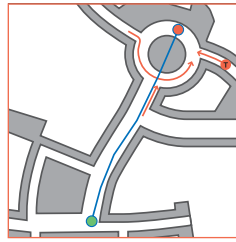
Event 1 of 1 (Total: 54):
CRASH—CIRCLE OF STRIFE

	CRITERION	\$4,474,000
	GOLD	\$3,000,000
	SILVER	\$2,000,000
	BRONZE	\$1,500,000

Bronze Unlocks:

- Lone Peak Crash: Mount Crushmore (6 of 6; Total: 53)

Vehicle: Stock C170, Compact C185 Super, or 4x4 C180 Super (Saloons or Sports are also recommended)
Wind: 30 mph blowing you right
Cars to Hit: 51



Now that you have all of your cars to choose from, you can try different weight classes, although the original is still excellent. The strategy is the same: accelerate between the first two cars, slamming the left one, then miss the car just before the ramp through the roundabout. There's a fierce wind blowing, so mount the ramp pointing diagonally left.



Let the wind carry you through the center of the columns, into the bus on the other side of the roundabout. Let gravity do the rest; the ensuing explosion covers all lanes of the roundabout, and the pileup begins! At the Crashbreaker, float your car toward the other bus to wreck it, and move clockwise around the roundabout hitting cars coming out of joining roads, including the Target car.

Eternal City Events (Preview Only)

Event 1 of 1 (Total: 55):
PREVIEW—SHORT FORWARD

	CRITERION	54:12
	GOLD	1:03:00
	SILVER	1:13:00
	BRONZE	1:40:00

Bronze Unlocks:

- Angel Valley Reverse: Road Rage (3 of 3; Total: 47)
- Lone Peak Reverse: Eliminator (5 of 6; Total: 52)

Vehicle: Euro Classic LM



Don't underestimate the power of this classic roadster. It has a nasty habit of oversteering on tight corners when you boost (it doesn't drift very easily either). However, it goes like greased lightning, and providing you find Boost Locations, you'll easily complete a lap in time.



Choose the shortcuts all the way to the main road with the tree planters, then head into oncoming traffic. Use the formal gardens shortcut, and when you reach the freeway, head up the ramp and shoot across, over the bridge to finish in a proficient time.

RANK 8: OPEN!
BEST POSSIBLE RANK AFTER RANK 4:
MANIAC WITH 50 STARS TO GO



RANK 5 INFO

Available Ranking Stars: **80** Available Events: **16**
 Locations and Events: Sunshine Keys: **1** Motor City: **1** Lone Peak: **1** Eternal City: **9** White Mountain: **3** Sunshine Keys (Preview): **1**

IN THE BEGINNING...
RANK 6, 7, 8 OPEN!

BEST POSSIBLE RANK AT RANK 5: MANIAC WITH 50 STARS TO GO



Sunshine Keys Events

Event 1 of 1 (Total: 56):
CRASH—SMASH MY RIDE

CRITERION \$13,628,000

GOLD \$7,000,000

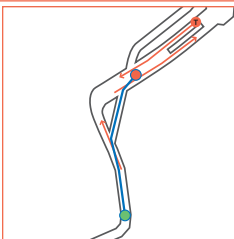
SILVER \$3,500,000

BRONZE \$1,500,000

Bronze Unlocks:

- Eternal City Crash: Smackeroni (4 of 9; Total: 62)
- 4x4 C165 MID

Vehicle: Stock C170, Compact C185 Super, or 4x4 C180 Super (also try Classic Crasher and Saloons or Sport types)
 Wind: 0 mph
 Cars to Hit: 60



Boost forward from a quick start, and check the traffic going your way ahead of you. Make sure the car you hit strikes the big rig in front of you. Then steer right, take the ramp on the right side, and fly across the freeway.



One of the best places to aim (if your car is fast enough) is the middle of the two big rigs, or the cars in front of them if you can (take the jump with more of a right turn and tighter cornering). As the explosions occur on the right, roll across and come to a halt on the left.



Sometimes, the big rig with the container spills onto this road. Now use Crashbreaker and strike as many unexploded cars as possible, hitting the Target car early. For the very best score, hit the cars in front of the big rigs, then roll into the oncoming traffic so it takes less time for the Target car to reach you. Use two Crashbreakers for maximum cash!



4X4 C165 MID: ACQUIRED!



Motor City Events

Event 1 of 1 (Total: 57):
CRASH—JUMP ON THE JAM

CRITERION \$14,773,000

GOLD \$8,000,000

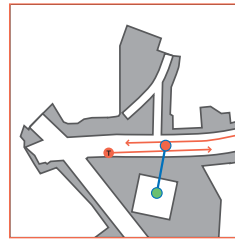
SILVER \$5,000,000

BRONZE \$1,500,000

Bronze Unlocks:

- Lone Peak Crash: Doughnut Disturb (1 of 1; Total: 58)

Vehicle: Stock C175 Super (or any vehicle with a good height and distance when airborne)
 Wind: 25 mph blowing you right
 Cars to Hit: 89



By now you should be learning how to execute a Perfect Start (stop the bar as early as you can on the "upswing" green area), and boost forward, aiming for the taller of the two ramps. Launch!



Sail through the skies, but point your vehicle at the taxi heading from left to right. Tip your vehicle's nose in the air for extra Aftertouch aiming. This usually tags the big rig, as you must have blockage on both sides of the road. Use your second Crashbreaker to explode the pile-up, optionally dropping off the flyover to the road below to hit more vehicles.



Lone Peak Events

Event 1 of 1 (Total: 58):
CRASH—DOUGHNUT DISTURB

CRITERION \$11,574,625

GOLD \$6,000,000

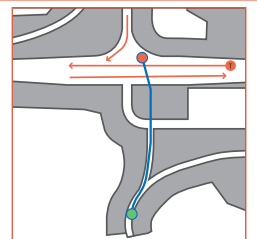
SILVER \$3,000,000

BRONZE \$2,000,000

Bronze Unlocks:

- Rank 6: Central Route Crash: Won-Ton Destruction (1 of 8; Total: 72)
- Utility C150 Super

Vehicle: Utility C150 Super
 Wind: 25 mph blowing you left
 Cars to Hit: 76



Boost forward, through the mesh fence on the left and up the ramp. Fly up through the doughnut hole, but pull up and angle your flight as you go to compensate for weight and wind. When you're through, push down so you land quickly.



You're aiming for the big rig with the open trailer on it, heading right to left. See if you can slam a van into it from the nearside road. Once the explosions start, use your Crashbreaker to fly to the other side of the road to destroy further vehicles, then head right (if viewing from the ramp) to explode the Target car, coming in from the right.



UTILITY C150 SUPER: ACQUIRED!



Eternal City Events

Event 1 of 9 (Total: 59):
CRASH—ROME WRECKER

CRITERION	\$5,553,900
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GOLD	\$2,500,000
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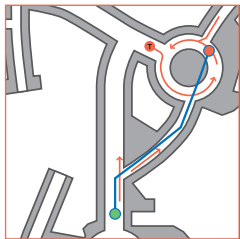
SILVER	\$1,500,000
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BRONZE	\$750,000
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Bronze Unlocks:

- Sunshine Keys Crash: Smash My Ride (1 of 1; Total: 56)

Vehicle: Compact C185 Super (or any tight-handling vehicle)
Wind: 25 mph blowing you left
Cars to Hit: 57



Execute a fast Perfect Start, and turn right, checking one of the two same-way-traffic cars, then turn the right corner as close to the right side as possible. As the car you checked tumbles by you, aim for the buses ahead, or swipe the left side of the car to do it for you.



You have two main options. You can head up the ramp, into the roundabout area, and once in the air, aim for the big rig, van, or parked car on the inside of the roundabout. Or, if you missed the second car, scrape the side of the bus and commence a fiery tumble.



The tumble lands you in the main roundabout thoroughfare. Be sure you're blocking all lanes of traffic, and begin a Crashbreaker, flying around the roundabout until you tag as many vehicles as you can, including the Target car from the nearby alley.

Event 2 of 9 (Total: 60):
ROAD RAGE—SHORT REVERSE

CRITERION	31 Takedowns
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GOLD	15 Takedowns
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SILVER	9 Takedowns
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BRONZE	6 Takedowns
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Bronze Unlocks:

- White Mountain Forward: Traffic Attack (2 of 3; Total: 69)

Starting Time: 40 seconds



The underpass from the start is a great way to tackle a couple of foes, getting much-needed Boost to reach additional enemies and claim the Bronze. Use the overpass and drop onto the enemies. Then stick to the main roads where there's more room to maneuver.



You have more opportunities to slam foes into the traffic here. Traffic is heavier than before, so expect oncoming buses and other vehicles around most corners. You achieve Gold after around two laps, but don't crash continuously, or you'll wreck before you reach that elusive prize.

Event 3 of 9 (Total: 61):
CRASHBREAKER RACE—LONG REVERSE

CRITERION	1st with Perfect Laps
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GOLD	1st
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SILVER	2nd
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BRONZE	3rd
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Bronze Unlocks:

- White Mountain Forward: Traffic Attack (2 of 3; Total: 69)
- Modified M-Type DX

Number of Laps: 2



This is a two-lap race, so being crushed at the starting line doesn't mean you're out of contention. Fill your Boost bar along the main freeway heading the same way as traffic. Knock vehicles into your foes.



Your foes are more vicious and the route is faster. Although there's nothing like knowing the course perfectly to help you win, the Crashbreaker is also important. Use it along with Aftertouch (and the behind-car camera) to defeat enemies who just shunted you, and refill the Boost bar.



Begin your final boosting to victory on the second lap, as you're coming out of the old town area, as shown above. With a full burning bar, and proficient skills at the wheel, you'll easily grab a Gold Perfect.



MODIFIED M-TYPE DX: ACQUIRED!

Event 4 of 9 (Total: 62):
CRASH—SMACKERONI

CRITERION	\$4,673,550
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GOLD	\$3,000,000
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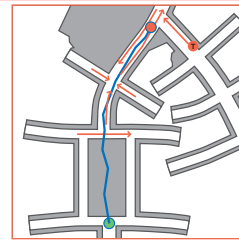
SILVER	\$2,000,000
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BRONZE	\$1,000,000
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Bronze Unlocks:

- Motor City Crash: Jump on the Jam (1 of 1; Total: 57)

Vehicle: 4x4 C180 Super (or any vehicle with a good clearance during a jump)
Wind: 25 mph blowing you right
Cars to Hit: 52



Boost directly toward the ramp, and ignore the buses parked below or those crossing the street you're leaping over. Aim your car into the right (same-way) lane as you fly, then land, and check as many of these vehicles as you can as you pass through the first intersection.



Stay to the right as you breeze through the first intersection. The oncoming traffic going up the hill will crash at the first intersection. Smack another couple of same-way vehicles, and then turn left and create a pile-up at the next junction.



Your target car appears from this side street, along with two buses. The trick is to finish your explosion so your hulk of metal rests on the far side of the T-junction. Don't let your Target car escape down the road. Block it with a pile-up, and then Crashbreaker into the Target car or burning vehicles.

Event 5 of 9 (Total: 63):
CRASHBREAKER RACE—SHORT REVERSE

CRITERION 1st with Perfect Laps

GOLD 1st

SILVER 2nd

BRONZE 3rd

Bronze Unlocks:
■ Sunshine Keys Reverse: Preview (1 of 1; Total: 71)

Number of Laps: 3



There are three laps to complete, so stay with the pack and improve your Boost meter for the first two laps. The enemies are nasty, and the traffic is quite heavy, so you need to be fully versed in the shortcuts of this course.



Use revenge takedowns and your Crashbreaker to keep your bar up to x4, as it is very difficult to finish a race without crashing. Pull away from your rivals at the town square temple area on the third lap, and boost to victory.

Event 6 of 9 (Total: 64):
ELIMINATOR—LONG REVERSE

CRITERION 1st with Perfect Laps

GOLD 1st

SILVER 2nd

BRONZE 3rd

Bronze Unlocks:
■ Sunshine Keys Reverse: Preview (1 of 1; Total: 71)

Starting Time: 30 Seconds



Staying ahead of the pack on this lap means not succumbing to the many narrow alleys that you're racing through or being shoved into. Try to gain a couple of takedowns early.



When only two or three of you are left, pile on the pressure. You want your Boost bar up, and to be accelerating away in first place. Try this near the four columns before you finish a lap, and keep up the boosting by maneuvering into the oncoming freeway (obviously staying left).

Event 7 of 9 (Total: 65):
ELIMINATOR—SHORT REVERSE

CRITERION 1st with Perfect Laps

GOLD 1st

SILVER 2nd

BRONZE 3rd

Bronze Unlocks:
■ Sunshine Keys: Grand Prix (9 of 9; Total: 70)

Starting Time: 30 Seconds



The second Eliminator follows a different route than the previous one and has a little more traffic. The narrow roads make big rigs a menace; send foes spinning into them.



After a single lap, there's usually four of you left. In your second lap, seek and destroy one of your remaining foes to take his Boost, and continue in second place until the Eliminator becomes a duel. Now use your Boost and accelerate to victory!

Event 8 of 9 (Total: 66):
TRAFFIC ATTACK—SHORT FORWARD

CRITERION \$1,891,775

GOLD \$500,000

SILVER \$175,000

BRONZE \$75,000

Bronze Unlocks:
■ Sunshine Keys: Grand Prix (9 of 9; Total: 70)

Starting Time: 35 Seconds



Although the regular rules apply, such as using a heavier car and staying on the main roads (shortcuts don't have many cars to hit), you need to learn a few new lessons too. There are more big rigs and buses to hit cars into; don't ram them yourself!



The tight turns and course's compact nature mean that you can't boost and ram all the time. Slow down on very tight corners but always boost into the traffic so they fly the farthest. Set up trick and bank shots as you go.

Event 9 of 9 (Total: 67):
GRAND PRIX 5

CRITERION 1st with Perfect Laps

GOLD 1st (overall)

SILVER 2nd (overall)

BRONZE 3rd (overall)

Bronze Unlocks:
■ Rank 6 Eastern Bay Lower Link Reverse: Traffic Attack (1 of 7; Total: 80)
■ Rank 6 Eastern Bay Lower Link Reverse: Crashbreaker Race (1 of 7; Total: 81)
■ Modified R185 DX

Eternal City Short Forward: 3 Laps
White Mountain Forward: 2 Laps
Sunshine Keys Forward: 2 Laps



The three courses are Eternal City Short Forward (three laps), White Mountain Forward (two laps), and Sunshine Keys Forward (two laps). You don't have to finish first in every course to claim a Perfect Gold, but try for at least two of them. Refer to the Overview chapter for detailed information on these courses.



MODIFIED R185 DX: ACQUIRED!



White Mountain Events

Event 1 of 3 (Total: 68):
BURNING LAP—FORWARD



CRITERION 1:59:33

GOLD 2:02:00

SILVER 2:16:00

BRONZE 2:42:00

Bronze Unlocks:

- Eternal City Short Reverse: Road Rage (2 of 9; Total: 60)
- Eternal City Long Reverse: Crashbreaker Race (3 of 9; Total: 61)

Vehicle: Criterion R205 GT



The vehicle isn't the problem—it's powerful and nimble—it's the course and the oncoming vehicles that make it hard to finish this lap in the allotted time. Keep your eyes peeled for big rigs on every rise and around every corner. Also, attempt to boost around the hairpins with skill and keep on the tarmac.



Use the bridge with the hole in it as a ramp, but watch for cars coming in from the left before you reach it. Use both jump shortcuts on the mountain pass, and don't end it all on the final left corner and drift into the gorge! Slow just a touch if you don't know the course. Take the same-way bridge to the finish.

Event 2 of 3 (Total: 69):
TRAFFIC ATTACK—FORWARD



CRITERION \$3,391,625

GOLD \$750,000

SILVER \$250,000

BRONZE \$125,000

Bronze Unlocks:

- Eternal City Short Reverse: Crashbreaker Race (5 of 9; Total: 63)
- Eternal City Long Reverse: Eliminator (6 of 9; Total: 64)

Starting Time: 35 Seconds



The sheer size of this course makes this event intimidating. Ensure an impressive win (and score) by using an extremely fast car, and stay on the main roads at all times, especially through the city. Try for trick shots.



Trick shots allow you to obtain Gold Perfect about halfway through your second lap. Slam same-way cars into oncoming big rigs for massive points. This is especially important in the switchbacks and mountain roads. Slow down from constant boost and make as many big rigs crash as possible!

Event 3 of 3 (Total: 70):
ROAD RAGE—REVERSE



CRITERION 40 Takedowns

GOLD 18 Takedowns

SILVER 12 Takedowns

BRONZE 9 Takedowns

Bronze Unlocks:

- Eternal City Short Reverse: Eliminator (7 of 9; Total: 65)
- Eternal City Short Forward: Traffic Attack (8 of 9; Total: 66)
- Factory M-Type DX

Starting Time: 50 Seconds



Time isn't the issue here; as long as you reach Bronze, you'll have plenty of it. The real problem is crashing. Keep your vehicle in working order or you'll total it before you reach Gold. Restart if you crash before obtaining Bronze.



Learn this route because it's tricky, especially the switchbacks. Take these with the express purpose of catching foes, but don't grind the walls as that's a prime way to damage yourself. Strive for clean hits using Boost, with a Light or Medium weight car.



FACTORY M-TYPE DX: ACQUIRED!



Sunshine Keys Events (Preview)

Event 1 of 1 (Total: 71):
PREVIEW—REVERSE



CRITERION 1:21:31

GOLD 1:30:00

SILVER 1:54:00

BRONZE 2:09:00

Bronze Unlocks:

- White Mountain Reverse: Road Rage (3 of 3; Total: 70)

Vehicle: Custom Classic



The vehicle you are wrestling with is a true classic. It's very fast but has slightly odd handling at very high speeds. Pay extra attention to the road ahead and gather some Boost on the left freeway; stay on the sides as you go. Gain more Boost at the ramp near the water.



Use the main oncoming road to gather Boost, then cut across the hotel forecourt to the construction shortcut, and straight down the main road to the bridge. Check your Boost. If it's under half, use the left oncoming road at the bridge. Then head along the shortcuts near the bowling alley to finish.

RANK 7: OPEN!
RANK 8: OPEN!
RANK 9: OPEN!
BEST POSSIBLE RANK AFTER RANK 5:
ASSASSIN WITH 39 STARS TO GO



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EVENTS

RANK 6 INFO

Available Ranking Stars: **80** Available Events: **16**
 Locations and Events: Central Route: **8** Eastern Bay: **7** White Mountain: **1**

IN THE BEGINNING...
RANK 7, 8, 9 OPEN!

BEST POSSIBLE RANK AT RANK 6: ASSASSIN WITH 39 STARS TO GO



Central Route Events

Event 1 of 8 (Total: 72):
CRASH—WON-TON DESTRUCTION

CRITERION \$6,791,325

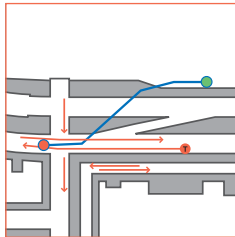
GOLD \$7,000,000

SILVER \$3,500,000

BRONZE \$1,500,000

Bronze Unlocks:
 ■ Central Route Crash: Shaolin Tumble (3 of 8; Total: 74)

Vehicle: 4x4 C180 Super (or any Medium weight or heavier vehicle)
Wind: 25 mph blowing you right
Cars to Hit: 64



Launch from the scaffolding with a Perfect Start, and drive over the ramp at the end. Point your vehicle left as you fly, and aim for the vehicles heading into the main intersection below. Try to strike the rear end of the big rig trailer.



Create a massive pile-up in the intersection below, and once a Crashbreaker becomes available, fly up and across to the road directly below the crossroads (diagonally left of your starting point), and tag more vehicles down on the lower level.

Event 2 of 8 (Total: 73):
CRASHBREAKER ROAD RAGE—SHORT REVERSE

CRITERION 32 Takedowns

GOLD 18 Takedowns

SILVER 12 Takedowns

BRONZE 9 Takedowns

Bronze Unlocks:
 ■ Eastern Bay Lower Link Forward: Eliminator (3 of 7; Total: 82)
 ■ Eastern Bay Lower Link Forward: Crashbreaker Race (4 of 7; Total: 83)

Starting Time: 45 Seconds



Be sure to learn your course, especially the tight corners. The sure-fire way of going for Perfect Gold is to not make any mistakes. There's a second way to defeat enemies to increase your score: Crashbreaker.



However, be completely certain the enemies are within your blast radius when you fire, or you'll miss, not gain points, and lose all Boost. Choose a car with a high Crashbreaker force.

Event 3 of 8 (Total: 74):
CRASH—SHAOLIN TUMBLE

CRITERION \$11,400,250

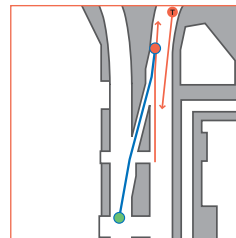
GOLD \$7,000,000

SILVER \$5,000,000

BRONZE \$2,500,000

Bronze Unlocks:
 ■ Eastern Bay Crash: Crashaoke (5 of 7; Total: 84)
 ■ Sport C180 Lite

Vehicle: 4x4 C180 Super (or any vehicle with a good top speed)
Wind: 0 mph
Cars to Hit: 55



Gain some extra cash immediately by turning left during the Perfect Start, and slamming into a couple of same-way vehicles on the road near you. Then head for the ramp itself, steering right as you make the leap, and position your vehicle so it slams into one of the two big rigs moving away from you on the next ledge down.



When the crash on this deck occurs, use Aftertouch to drop down to the oncoming traffic lane below, and hit all the lead vehicles heading directly for you. When you are surrounded by crashed cars, set off the Crashbreaker, then Aftertouch down into the parking lot for the few remaining parked cars.



SPORT C180 LITE: ACQUIRED!

Event 4 of 8 (Total: 75):
CRASH—A STREET CAR SET ON FIRE

CRITERION \$8,139,600

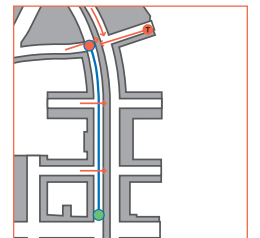
GOLD \$5,000,000

SILVER \$2,000,000

BRONZE \$1,000,000

Bronze Unlocks:
 ■ Central Route Crash: Noodles of Fun (6 of 8; Total: 77)

Vehicle: 4x4 C180 Super (or any Heavy vehicle with a good top speed)
Wind: 10 mph blowing you right
Cars to Hit: 89





When you revisit this Crash Event, you have a full complement of vehicles to use, but it takes more damage to activate the Gold reward. The tactics remain the same: attempt multiple crashes on your way down the hill, slam into the tuk-tuk on the left, then leap the ramp head on.



Straighten your landing based on the wind (don't tip the vehicle up or down). Bash the second tuk-tuk on the right and leap the next intersection as the crash occurs. Try to land the vehicle for a second time, then take the third ramp, staying to the left. Aim to slam into the left side of the bus and hit the big rig.



You'll easily hit your first Crashbreaker. Use it to destroy a group of buses parked directly ahead of your initial trajectory. The explosions continue. Seek and destroy cars and big-ticket rigs, or land on the Target car coming in from the right.

Event 5 of 8 (Total: 76):
CRASHBREAKER RACE - SHORT REVERSE



	CRITERION	1st with Perfect Laps
	GOLD	1st
	SILVER	2nd
	BRONZE	3rd

- Bronze Unlocks:**
- Eastern Bay Long Reverse: Crashbreaker Road Rage (6 of 7; Total: 85)
 - Eastern Bay Long Forward: Traffic Attack (7 of 7; Total: 86)
 - Limited M-Type DX

Number of Laps: 3



Remember the number of laps in this Event. Don't shoot into the lead early, then lose places when you run out of Boost. Instead, stay in the pack and jostle for position. Ensure your standing by well-timed Crashbreakers.



Make your move in the final lap. When you reach the start of the alley and have acquired a good fill of Boost power, leave your opponents in the dust, avoid oncoming traffic, boost through the dragon alley, and claim a Gold Perfect.



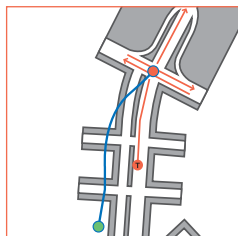
LIMITED M-TYPE DX: ACQUIRED!

Event 6 of 8 (Total: 77):
CRASH - NOODLES OF FUN

	CRITERION	\$10,694,450
	GOLD	\$6,000,000
	SILVER	\$4,000,000
	BRONZE	\$1,500,000

- Bronze Unlocks:**
- Rank 7: Motor City Crash: Double-Crossed (1 of 4; Total: 91)
 - Off Road C180 Super

Vehicle: Off Road C180 Super
Wind: 20 mph blowing you left
Cars to Hit: 66



Boost toward the first ramp, and fly across to the second ramp. Pay attention to the wind, and point your vehicle right slightly. Don't tip the vehicle; it must line up with the next ramp.



Once off the second ramp, point your vehicle across to the right lanes, aiming for the two green taxis. The left one is good, as it allows you to land in the middle of the bridge intersection and cause a pile-up on both sides.



As soon as you can, use your Crashbreaker and aim forward (from your starting point), off the bridge, and onto the lower roadway, landing on the traffic moving away from you. Tag a big rig, then Crashbreaker again to locate any traffic on the lower level you missed. The Target car comes in on the lower tunnel.



OFF ROAD C180 SUPER: ACQUIRED!

Event 7 of 8 (Total: 78):
CRASHBREAKER ELIMINATOR - SHORT REVERSE

	CRITERION	1st with Perfect Laps
	GOLD	1st
	SILVER	2nd
	BRONZE	3rd

- Bronze Unlocks:**
- Central Route: Grand Prix (8 of 8; Total: 78)
 - Works M-Type DX

Starting Time: 30 seconds



After an initial jostle, hunker down for at least a three-lap event; it takes that long for the remaining cars to be eliminated. Tackle any cars you see and collect their Boost. And don't crash!



In this mode, Crashbreaker can save you from failure. Use it to halt the enemies passing you, so you don't ever drop to last place. Keep your speed up!



WORKS M-TYPE DX: ACQUIRED!

NOTE

If by now, you haven't unlocked any of the Special vehicles, such as the Etnies Racer, try to finish the Challenges in any of the environments you've encountered. This makes completing forthcoming events much easier.

Event 8 of 8 (Total: 79):
GRAND PRIX 6

	CRITERION	1st with Perfect Laps
	GOLD	1st (overall)
	SILVER	2nd (overall)
	BRONZE	3rd (overall)

- Bronze Unlocks:**
- Rank 7 Sunshine Keys Forward: Crashbreaker Eliminator (1 of 3; Total: 88)
 - Rank 7 Angel Valley Forward: Burning Lap (1 of 7; Total: 95)
 - Works R190 DX

Central Route Short Forward:
3 Laps
Eastern Bay Lower Link Forward:
2 Laps
White Mountain Forward: 2 Laps



The three courses are Central Route Short Forward (three laps), Eastern Bay Lower Link Forward (two laps), and White Mountain Forward (two laps). You don't have to finish first in every course to claim a Perfect Gold, but try for at least two. Refer to the Overview chapters for detailed information on these courses.



WORKS R190 DX: ACQUIRED!



Eastern Bay Events

Event 1 of 7 (Total: 80):
TRAFFIC ATTACK—LOWER LINK REVERSE

CRITERION \$4,163,825

GOLD \$1,000,000

SILVER \$300,000

BRONZE \$150,000

Bronze Unlocks:
■ Central Route Short Reverse: Crashbreaker Road Rage (2 of 8; Total: 73)

Starting Time: 30 seconds



Learn where to expect pockets of traffic to slam, as well as oncoming traffic to slam traffic into. The two-tiered corner is the first such area. Also, resist the tendency to weave between lanes too much or you end up missing everything. Stay in one lane until you connect, unless you're incredibly skilled.



The central barriers limit trick shots, but try it when you're merging into a corner. Also, never cross into the oncoming traffic unless you have to, and never use a shortcut. You'll find a lot of traffic on the columned freeway prior to finishing a lap. You need at least two laps for Gold.

Event 2 of 7 (Total: 81):
CRASHBREAKER RACE—LOWER LINK REVERSE

CRITERION 1st with Perfect Laps

GOLD 1st

SILVER 2nd

BRONZE 3rd

Bronze Unlocks:
■ Central Route Short Reverse: Crashbreaker Road Rage (2 of 8; Total: 73)

Number of Laps: 2



On the initial corner, shove an enemy car or two into a barrier to ensure that you have enough speed. It's now more important to keep up with the enemies and smack them around. These Crashbreaker races are now less about careful driving, and more about gaining Boost by any means necessary.



The best way to gain Boost is by using the Crashbreaker. Remember that you can actually sabotage yourself by ramming a wall, then executing a Crashbreaker. Why? Do this when you're getting low on Boost! On your final lap, break away just after the 180-degree turn in the green tunnel.

Event 3 of 7 (Total: 82):
ELIMINATOR—LOWER LINK FORWARD

CRITERION 1st with Perfect Laps

GOLD 1st

SILVER 2nd

BRONZE 3rd

Bronze Unlocks:
■ White Mountain Reverse: Preview (1 of 1; Total: 87)
■ Custom R185 DX

Starting Time: 30 seconds



Without the benefit of the Crashbreaker, you must be a lot more careful during the two laps it'll take to outrun the enemies. One lap passes, and three of you should remain. An initial series of slams should set you up for a nimble drift around the course.



Of course, there's always the problem of being slammed and crashing. If this occurs, you still have the next best thing to the Crashbreaker: the Aftertouch takedown. And if that doesn't work, try dogged determination; you can still catch up and claim first, even when all seems lost.]



CUSTOM R185 DX: ACQUIRED!



Event 4 of 7 (Total: 83):
CRASHBREAKER RACE—LOWER LINK FORWARD

CRITERION 1st with Perfect Laps

GOLD 1st

SILVER 2nd

BRONZE 3rd

Bronze Unlocks:
■ White Mountain Reverse: Preview (1 of 1; Total: 87)

Number of Laps: 2



There's certainly time to learn the layout of this course, as there are back-to-back Events here. Fill your first run along the columned freeway with foe slamming. If you take the left side, watch for an unwelcome big rig before the 180-degree turn.



Scan every turn and rise for innocent vehicles that can hamper your progress. But because this is a Crashbreaker race, you can use the vehicles you crash into to your advantage if you're being closely chased. Execute a Crashbreaker and salvage some Boost and pride.

Event 5 of 7 (Total: 84):
CRASH—CRASHAOKE

CRITERION \$17,455,825

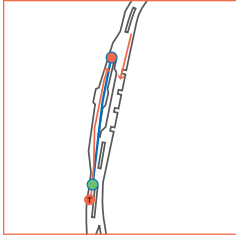
GOLD \$6,500,000

SILVER \$4,500,000

BRONZE \$1,000,000

Bronze Unlocks:
■ Central Route Crash: Street Car Set on Fire (1 of 4; Total: 91)

Vehicle: Any of the Compacts (small and light)
Wind: 0 mph
Cars to Hit: 79



After a Perfect Start, bear left, into the off-ramp instead of continuing along the freeway, but don't head too far left or you'll hit a big rig. Slam instead into the rear of a few cars en route to the lower intersection. Pass through it and up the on-ramp without crashing.



Dodge between the traffic heading up the on-ramp, then aim for the bus or big rig merging onto the freeway. They are heading away from you up the on-ramp. This causes a large-scale halt to traffic on the ramp area.



Use the Crashbreaker to fly across the central median to the oncoming side of the freeway and hit the lead vehicles heading your way. With a second Crashbreaker, attempt to return back down the alley to bounce on as many flaming cars as you can. The Target car follows you into the off-ramp.

Event 6 of 7 (Total: 85):
CRASHBREAKER ROAD RAGE—LONG REVERSE

	CRITERION	32 Takedowns
	GOLD	16 Takedowns
	SILVER	12 Takedowns
	BRONZE	9 Takedowns

Bronze Unlocks:
 ■ Central Route Short Reverse: Crashbreaker Eliminator (7 of 8; Total: 77)

Starting Time: 45 seconds



As long as your vehicle is heavy and fast enough, time won't be a factor in this Event. It's more important to know the course layout. Find some cunning obstacle—the long snaking tunnel, construction sections, and concrete posts—to help you increase your total.



You have a Crashbreaker, which is excellent for additional takedowns when you are slammed or make a mistake. For a truly incredible score, the Etnies Racer vehicle is one of the best, partly due to its weight.



Event 7 of 7 (Total: 86):
TRAFFIC ATTACK—LONG FORWARD

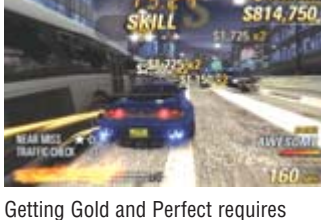
	CRITERION	\$2,112,525
	GOLD	\$500,000
	SILVER	\$200,000
	BRONZE	\$100,000

Bronze Unlocks:
 ■ Central Route Short Reverse: Crashbreaker Eliminator (7 of 8; Total: 77)

Starting Time: 30 seconds



It's imperative to learn the course and know where the traffic is concentrated. In earlier Events, most traffic was on the main roads. Here there are some exceptions, such as the construction area; take the off-ramp for a load more vehicles to tag.



Getting Gold and Perfect requires more than a complete lap of quality driving, so pick your attacks carefully. Bounce cars into the big rigs in the tunnel. Some of the roads have very few cars, so tag most of them. The section near the cutoff entrance to the Lower Link level has cars everywhere!

White Mountain Events (Preview)

Event 1 of 1 (Total: 87):
PREVIEW—REVERSE

	CRITERION	1:57:01
	GOLD	2:15:00
	SILVER	2:35:00
	BRONZE	3:20:00

Bronze Unlocks:
 ■ Central Route Short Reverse: Crashbreaker Race (5 of 8; Total: 75)

Vehicle: Criterion Racer GT



What a car! It can make two crashes and still take you to a Gold Perfect! The trick of course, is not to boost at low speed while cornering (you'll spin unless you've mastered control). Throughout the mountain pass, take all shortcuts and ramps. At the switchbacks, drift and aim to keep on the tarmac.



In town, take the narrow alley ramp exit, but watch for a big rig on the exit road and a bus on the switchbacks. After that, the road opens up; stay on the right and boost like a maniac to victory!

RANK 7: OPEN!
RANK 8: OPEN!
RANK 9: OPEN!
BEST POSSIBLE RANK AFTER RANK 6: DOMINATOR (COMPLETE ALL 169 EVENTS WITH AWESOME OR PERFECT RATING FOR ELITE RANK)

RANK 7 INFO

Available Ranking Stars: **90** Available Events: **18**
 Locations and Events: Sunshine Keys: **3** Motor City: **4** Angel Valley: **4** Lone Peak: **6** Eastern Bay (Preview): **1**

IN THE BEGINNING...
RANK 8, 9, 10 OPEN!

BEST POSSIBLE RANK AT RANK 7: DOMINATOR

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Sunshine Keys Events

Event 1 of 3 (Total: 88):
CRASHBREAKER ELIMINATOR – FORWARD



CRITERION 1st without crashing

GOLD 1st

SILVER 2nd

BRONZE 3rd

Bronze Unlocks:

- Lone Peak Forward: Traffic Attack (1 of 6; Total: 99)
- Angel Valley Forward: Crashbreaker Race (2 of 4; Total: 96)

Starting Time: 30 seconds



Super Light cars aren't really the best choice unless you're determined to outrun the competition. Instead, use a Light car, and gain some Boost bar by defeating foes, even though it's now much more difficult. Instead of maxing out the Boost, try cunning methods of overtaking.



Pass on corners, and concentrate on catching the first position. Don't crash unless you can use the Crashbreaker to defeat a foe. Pull away just after the suspension bridge on the second lap and leave your final rival behind.



Event 2 of 3 (Total: 89):
CRASHBREAKER ROAD RAGE – REVERSE



CRITERION 33 Takedowns

GOLD 18 Takedowns

SILVER 12 Takedowns

BRONZE 9 Takedowns

Bronze Unlocks:

- Eastern Bay Forward: Preview (1 of 1; Total: 105)

Starting Time: 45 seconds



Try to get to nine Takedowns (the Bronze medal) before you reach the galleon and the boatyard. The Crashbreaker lets you keep your Boost if you make a mistake—as long as you hit a foe or two in the explosion!



Pick a car that has a large Crashbreaker force, handles well in turns, and won't oversteer at low speeds when you Boost. With constant takedowns, you should reach Gold by the end of the first lap. Then continue; with the right car, it's easy to rack up impressive scores.

Event 3 of 3 (Total: 90):
CRASHBREAKER RACE – REVERSE



CRITERION 1st with Perfect Laps

GOLD 1st

SILVER 2nd

BRONZE 3rd

Bronze Unlocks:

- Angel Valley Forward: Crashbreaker Road Rage (4 of 4; Total: 98)
- Tuned R195 DX

Number of Laps: 2



This race has two laps, so you can try some foolhardy but ultimately rewarding methods of taking foes down in the first lap to build your Boost bar, and still have time to catch up if you fail. Stay around second or third for the first lap. Don't forget your Crashbreaker as a last resort!



Begin to pull away during the second lap, ideally at the start of the suspension bridge. There are now more vehicles on the road than in previous Events, making Traffic Check and Near Miss attempts much more useful, and allowing you to stay away from oncoming traffic.



TUNED R195 DX: ACQUIRED!



Motor City Events

Event 1 of 4 (Total: 91):
CRASH – DOUBLE-CROSSED



CRITERION \$10,471,200

GOLD \$5,000,000

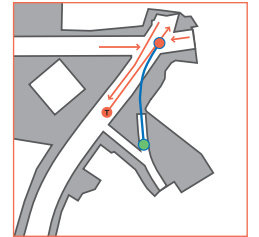
SILVER \$2,500,000

BRONZE \$1,000,000

Bronze Unlocks:

- Motor City Crash: Mighty Docks (2 of 4; Total: 92)

Vehicle: Compact C185 Super (or any fast, Medium-weight vehicle)
Wind: 30 mph blowing you right
Cars to Hit: 77



After a Perfect Start, place your vehicle on the middle of the ramp, but once you're airborne, turn your car to the right, flying with the wind. You're aiming for the blue and red lead cars moving from left to right. Strike them so they crash.



Next, use Aftertouch to slam into oncoming traffic. Concentrate the pile-up at the intersection, so that all of the lanes are blocked. You'll receive a four-way pile-up and the Target car. But that's not all! With your Crashbreaker, float over the side of the bridge to the road directly underneath, and fall on additional traffic.

Event 2 of 4 (Total: 92):
CRASH – MIGHTY DOCKS



CRITERION \$4,306,500

GOLD \$3,500,000

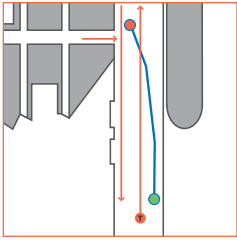
SILVER \$2,000,000

BRONZE \$750,000

Bronze Unlocks:

- Motor City Crash: Return of the Semi (3 of 4; Total: 93)
- Utility C150 HVY

Vehicle: Compact C185 Super (or any fast, Medium- or Light-weight vehicle)
Wind: 30 mph blowing you left
Cars to Hit: 35



Begin with a quick Perfect Start; you're outpacing a big rig going in your direction. Launch over the ramp directly ahead, and steer to the left. Remember that the wind is blowing in your favor, so you only need a very slight touch to the left. You're heading for the second, oncoming big rig.



Glance off the side of the big rig, making it crash and block the left oncoming-traffic road. Your car, meanwhile, explodes and should stop in the middle of the right same-way road. Wait a second, and the initial big rig should plow right into you!



The road should now be completely blocked, with big rigs stopped as close to each other as possible (to maximize the cars on fire). Set your Crashbreaker off with as many cars as possible surrounding you, and for additional score. Aftertouch into the parked cars at the road's far end, or the containers by the ramp. The Target car comes in along the same-way traffic road.

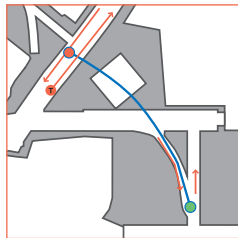


UTILITY C150 HVY: ACQUIRED!

Event 3 of 4 (Total: 93): CRASH—RETURN OF THE SEMI		
	CRITERION	\$5,976,600
	GOLD	\$4,000,000
	SILVER	\$2,500,000
	BRONZE	\$1,000,000

Bronze Unlocks:
 ■ Lone Peak: Off the Beaten Truck (2 of 6; Total: 100)

Vehicle: Compact C185 Super (or any fast, Medium- or Light-weight vehicle)
Wind: 30 mph blowing you left
Cars to Hit: 35



After a Perfect Start, head in a straight line and slam the back of the same-way cars directly ahead. Then swerve left, up the off-ramp. Watch the oncoming car on the right, then left.



Aim to hit the ramp head-on. Then immediately fly your car to the left. The wind is particularly strong, and you don't want to veer right or you'll hit parked cars on a rooftop lot. Instead, land on the lot, and aim to soar across the right ramp.



Try to swoop into the yellow taxi heading left to right, but definitely strike the big rig heading the opposite way. Your plan is to stop traffic on both sides of the freeway. When you use the Crashbreaker, fall down to the road directly below, and destroy additional traffic and the Target car.

Event 4 of 4 (Total: 94):
CRASHBREAKER RACE—LONG REVERSE

	CRITERION	1st with Perfect Laps
	GOLD	1st
	SILVER	2nd
	BRONZE	3rd

Bronze Unlocks:
 ■ Angel Valley Forward: Crashbreaker Road Rage (4 of 4; Total: 98)

Number of Laps: 2



Let the chips fall where they may in the first lap. Don't give up if you're out of Boost or being slammed by foes. Get ahead of a few adversaries, then make an intentional mistake (easy to do in the industrial areas). Now release the Crashbreaker, and collect Boost that way.



Begin to break away from the pack as you reach the freeway. Head onto it, then use the left warehouse route through the docks. This sets you up for a final blast through the alley to the finish. Beware of the last intersection. Keep left to avoid cross traffic that can stop you just before you reach your goal.



Angel Valley Events

Event 1 of 4 (Total: 95):
BURNING LAP—FORWARD

	CRITERION	1:20:96
	GOLD	1:25:00
	SILVER	1:39:00
	BRONZE	2:05:00

Bronze Unlocks:
 ■ Angel Valley Forward: Crashbreaker Race (2 of 4; Total: 96)
 ■ Lone Peak Forward: Traffic Attack (1 of 6; Total: 99)

Vehicle: Revenge Racer



You're allowed around one crash during this mad dash around Angel Valley, but restart if you've hit more than one obstacle. This is difficult, as you must know the course. Take all the shortcuts, including the boost over the hill into the alley and the lower channel before you reach Joe's Car Lot.



Zip through Joe's Car Lot, and across to the storm drain system running parallel to the freeway. It's hard to predict obstacles at this speed, so head up onto the freeway to finish if you're having trouble negotiating the channel.

Event 2 of 4 (Total: 96):
CRASHBREAKER RACE—FORWARD

	CRITERION	1st with Perfect Laps
	GOLD	1st
	SILVER	2nd
	BRONZE	3rd

Bronze Unlocks:

- Sunshine Keys Reverse: Crashbreaker Road Rage (2 of 3; Total: 89)
- Prototype R195 DX

Number of Laps: 2



The Crashbreaker is arguably overused in this match-up, but always to your advantage. The trick to collecting a Perfect Gold is to stay in the first three positions, then edge out to first, and continue going until...



...you either crash or run out of Boost. Then crash on purpose. Attempt a Crashbreaker Takedown (this is a prime spot for blowing up all five foes at once!), and continue with maxed-out Boost. Pull away at the freeway. It isn't congested, and it's worth taking on the second lap.



PROTOTYPE R195 DX: ACQUIRED!

Event 3 of 4 (Total: 97):
TRAFFIC ATTACK—REVERSE

	CRITERION	\$2,374,050
	GOLD	\$450,000
	SILVER	\$250,000
	BRONZE	\$100,000

Bronze Unlocks:

- Sunshine Keys Reverse: Crashbreaker Race (3 of 3; Total: 90)
- Motor City Long Reverse: Crashbreaker Race (4 of 4; Total: 94)
- Prototype M-Series DX

Starting Time: 25 seconds



This impossible-seeming Event soon crumbles to your racing prowess once you understand the plan of Skill Shots. First though, enter the freeway, and merge in the gap between oncoming traffic. Begin your battering here!



It takes just over one circuit to claim Gold. Consistently knock vehicles from your side of the road into oncoming traffic. Your score and time extends exceptionally. Slow for corners, keep away from the left side of the street, and boost as much as you can. Watch for at least two buses or big rigs on each main street!



PROTOTYPE M-SERIES DX: ACQUIRED!

Event 4 of 4 (Total: 98):
CRASHBREAKER ROAD RAGE—FORWARD

	CRITERION	29 Takedowns
	GOLD	19 Takedowns
	SILVER	14 Takedowns
	BRONZE	12 Takedowns

Bronze Unlocks:

- Lone Peak Forward: Crashbreaker Eliminator (5 of 6; Total: 103)

Starting Time: 45 seconds



This is one of the most teeth-grindingly hard Events around, so prepare yourself! Master the course because there is no room for error. You don't usually fail due to time limits, but because your vehicle is damaged before you reach 19 takedowns.



Choose a vehicle, such as the Etnies Racer, that has a good Crashbreaker force and is heavy enough to slam foes into walls without you losing control. If you crash, make sure the damage you take is balanced out with the enemy cars you defeated with the Crashbreaker. However, it's usually better to take out foes by regular means. Good luck!



Lone Peak Events

Event 1 of 6 (Total: 99):
TRAFFIC ATTACK—FORWARD

	CRITERION	\$3,551,775
	GOLD	\$900,000
	SILVER	\$350,000
	BRONZE	\$150,000

Bronze Unlocks:

- Sunshine Keys Reverse: Crashbreaker Road Rage (2 of 3; Total: 89)
- Criterion M-Type DX

Starting Time: 25 seconds



Gaining Bronze and Silver in this challenge isn't too difficult. Stay on the main roads, avoid oncoming traffic, and slam into any parked cars you see. There's a set on the first left corner after the start.



Raising the stakes is the difference between Silver and Gold. Slow down for corners (the only time you shouldn't be boosting), complete laps for the points multiplier, and attempt Skill Shots into oncoming big rigs at every possible juncture.



CRITERION M-TYPE DX: ACQUIRED!

Event 2 of 6 (Total: 100):
CRASH—OFF THE BEATEN TRUCK

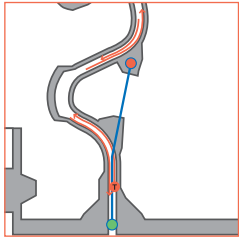
	CRITERION	\$4,674,950
	GOLD	\$2,500,000
	SILVER	\$1,500,000
	BRONZE	\$750,000

Bronze Unlocks:

- Lone Peak Crash: Drive-Thru Destruction (4 of 6; Total: 102)



Vehicle: Compact C185 Super (or any fast, Medium-weight vehicle)
Wind: 25 mph blowing you left
Cars to Hit: 68



Follow the example you set back in Rank 1, and complete this challenge the same way. This event is difficult until you realize you're responsible for two crashes! After a Perfect Start, head straight for the ramp. Before you launch, smash the last car on the left, sending it into the buses; you want to stop traffic here.



Launch off the ramp with your car facing the right. Tip your nose up all the way across the gorge. You're aiming at the cars in the center of the lookout point, near the road. Smash into them, ensuring that both roads are covered. While explosions occur on the upper road from your first collision, use Crashbreaker on the buses and big rig down below.

Event 3 of 6 (Total: 101):
CRASHBREAKER ROAD RAGE-REVERSE

CRITERION	27 Takedowns
GOLD	17 Takedowns
SILVER	14 Takedowns
BRONZE	12 Takedowns

Bronze Unlocks:
 ■ Sunshine Keys Reverse: Crashbreaker Race (3 of 3; Total: 90)
 ■ Motor City Long Reverse: Crashbreaker Race (4 of 4; Total: 94)

Starting Time: 45 seconds



It usually takes a complete lap to reach even Bronze, and another to claim Gold. Be sure you've figured out which routes to take. The favored one is right at the tunnel intersection after the start, because with no oncoming cars before the lumber yard to worry about, you have more time to concentrate on takedowns.



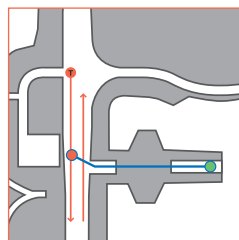
Time limits aren't a problem once you're proficient at this Event, but your car's integrity is. Use the Crashbreaker effectively every time you crash, as you can only wreck around 10 times before you reach critical damage.

Event 4 of 6 (Total: 102):
CRASH-DRIVE-THRU DESTRUCTION

CRITERION	\$7,755,825
GOLD	\$6,000,000
SILVER	\$4,000,000
BRONZE	\$2,000,000

Bronze Unlocks:
 ■ Rank 8: White Mountain Crash: Cry for Alp (1 of 6; Total: 117)
 ■ SUV C160 Super

Vehicle: SUV C160
Wind: 25 mph blowing you left
Cars to Hit: 84



Head straight for the bridge at maximum speed, and fly onto the next rickety section. Steer to the right of the dirt track, thus avoiding the parked cars (you don't want to peak too early!). Aim your SUV at the gap between the parked car on the right and the bus on the left.



These vehicles are smashing into the nearer of the two roads; but keep the momentum up and roll across to the opposite highway and block traffic in both directions. When you can, set the Crashbreaker when you're surrounded by impacted vehicles, and Aftertouch over the fence and into the diner parking lot to tag more cars.



Event 5 of 6 (Total: 103):
CRASHBREAKER ELIMINATOR-FORWARD

CRITERION	1st with Perfect Laps
GOLD	1st
SILVER	2nd
BRONZE	3rd

Bronze Unlocks:
 ■ Lone Peak Reverse: Grand Prix 7 (6 of 6; Total: 104)
 ■ Tuned M-Type DX

Starting Time: 30 seconds



This Eliminator is special, as it allows you to obtain a Gold Perfect in the regular way (detailed in previous Eliminator Events), or a new way. You can ignore all enemies and Boost, and instead, take the shortcuts. Obtain a Perfect Lap the first time around, and you'll already be at Awesome rating!



On the second lap, when it's just you and two others, be more aggressive, slamming foes and taking shortcuts only if you have the Boost to take care of any enemies moving up to first. The Eliminator is won during the mountain pass area, just before the end of the second lap.



Event 6 of 6 (Total: 104):
CRASHBREAKER GRAND PRIX 7

CRITERION	1st with Perfect Laps
GOLD	1st (overall)
SILVER	2nd (overall)
BRONZE	3rd (overall)

Bronze Unlocks:
 ■ Rank 8 Eternal City Long Reverse: Crashbreaker Race (1 of 9; Total: 108)
 ■ Rank 8 Eternal City Short Reverse: Traffic Attack (2 of 9; Total: 109)
 ■ Criterion R195 DX

Lone Peak Reverse: 2 Laps
Motor City Long Forward: 2 Laps
Sunshine Keys Forward: 2 Laps
Eastern Bay Reverse: 2 Laps





The four courses in this Crashbreaker Grand Prix are Lone Peak Reverse (two laps), Motor City Long Forward (two laps), Sunshine Keys Forward (two laps), and Eastern Bay Reverse (two laps). You don't have to finish first in every course to claim a Perfect Gold, but try for at least two. Refer to the Overview chapter for detailed information on these courses.



CRITERION R195 DX: ACQUIRED!

Eastern Bay Events (Preview)

Event 1 of 1 (Total: 105):
PREVIEW-FORWARD

	CRITERION	1:58:25
	GOLD	2:10:00
	SILVER	2:35:00
	BRONZE	2:50:00

- Bronze Unlocks:**
- Angel Valley Reverse: Traffic Attack (3 of 4; Total: 97)
 - Lone Peak Reverse: Crashbreaker Road Rage (3 of 6; Total: 101)

Vehicle: Nixon Special



The Nixon is a mean piece of equipment, and one of the fastest cars in the game. It takes a particular brand of no-nonsense mentality to drive it accurately. It's a bit wobbly when cornering at high speed, and evasive maneuvers aren't available, so react quickly!



Spend about a third of your time in oncoming lanes, learning when vehicles appear so you can avoid them. Take every single shortcut, especially ones with ramps to increase your Boost. Oh, and don't crash more than once!

- RANK 8: OPEN!**
RANK 9: OPEN!
RANK 10: OPEN!
BEST POSSIBLE RANK AFTER RANK 7: DOMINATOR (COMPLETE ALL 169 EVENTS WITH AWESOME OR PERFECT RATING FOR ELITE RANK)

RANK 8 INFO Available Ranking Stars: **90** Available Events: **18**
 Locations and Events: Motor City: **1** Angel Valley: **1** Eternal City: **9** White Mountain: **6** Motor City (Preview): **1**

IN THE BEGINNING... ALL RANKS OPEN!

BEST POSSIBLE RANK AT RANK 8: DOMINATOR

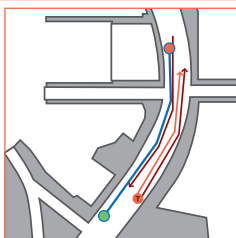
Motor City Events

Event 1 of 1 (Total: 106):
CRASH-VAN FIRE STRIKES BACK

	CRITERION	\$7,590,750
	GOLD	\$5,000,000
	SILVER	\$3,000,000
	BRONZE	\$1,000,000

- Bronze Unlocks:**
- White Mountain Crash: Mountain the Kerb (3 of 6; Total: 119)

Vehicle: Any
 Wind: 0 mph
 Cars to Hit: 77



Select any vehicle you wish, and after boosting it forward perfectly, slam into the same-way traffic until you head under the freeway sign. Then maneuver left, toward the plastic cones and barriers. Aim between the taxi and van parked here.



Ram both vehicles, and send them both downward, into the freeway hole to the lower roads. While the two exploding vehicles drop to one side, fall to the other and block both lanes. When you receive a Crashbreaker, Aftertouch into the right lane and stop any additional traffic, and then fly over to the parking lot nearby to finish off some final cars.

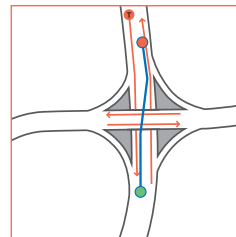
Angel Valley Events

Event 1 of 1 (Total: 107):
CRASH-SILLY CONE VALLEY

	CRITERION	\$13,516,800
	GOLD	\$11,500,000
	SILVER	\$8,000,000
	BRONZE	\$4,000,000

- Bronze Unlocks:**
- Rank 9: Central Route Crash: Double Wrecker (2 of 8; Total: 131)
 - Saloon C180 Super

Vehicle: Saloon C180 Super
 Wind: 20 mph blowing you right
 Cars to Hit: 82



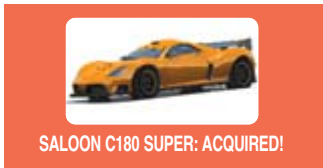
After a Perfect Start, accelerate and hit the ramp as straight as you can, then pull the nose back to gain as much height as possible. This lets your car reach the bridge. Aim for the slow-moving and parked cars on the bridge, and attempt to block both lanes.



With both lanes clogged, you'll receive a quick Crashbreaker. You need to Aftertouch across to the continuation of the lower freeway you were on. Head farther up the road, and cause vehicles on the right to crash.



Confused about directions? Head toward the parked buses. Create havoc in the right lane, then land on the left lane and block the oncoming traffic and Target car. Take out the buses and approaching traffic for a final (and massive) score.



Eternal City Events

Event 1 of 9 (Total: 108):
CRASHBREAKER RACE—LONG REVERSE

CRITERION	1st without crashing
GOLD	1st
SILVER	2nd
BRONZE	3rd

Bronze Unlocks:
 ■ White Mountain Reverse: Crashbreaker Eliminator (2 of 6; Total: 118)

Number of Laps: 2



For races involving Crashbreakers, you need a vehicle with a good top speed and force number. Choose one, and begin the customary jostle before the freeway. Be wary of big rigs and buses; there's one on almost every road. If you hit one, salvage a Crashbreaker or Aftertouch takedown instead of giving up.



Spend the first lap heading through shortcuts and over ramps to build your rating. Then be serious about overtaking in the second lap, and watch for cunningly parked big rigs, such as this one at the end of the formal gardens shortcut. Break away from the pack at the temple arches, before you reach the old town area.

Event 2 of 9 (Total: 109):
TRAFFIC ATTACK—SHORT REVERSE

CRITERION	\$2,043,500
GOLD	\$1,000,000
SILVER	\$400,000
BRONZE	\$250,000

Bronze Unlocks:
 ■ White Mountain Reverse: Crashbreaker Eliminator (2 of 6; Total: 118)
 ■ Factory M-Type GT

Starting Time: 25 Seconds



Take some deep breaths, and study the back of a bus, a big rig, and one of those tall white trucks. Only the latter needs to be struck, but you'll hit the first two vehicles more often than you want to. The first plan of attack is to learn where all the large vehicles are.



The second is to remember their general locations. You find same-way large vehicles under the bridge and the first long road, but not up the main road with the tree planters, so you can win back some time there. Strike cars into these large vehicles on both sides of the road!



Event 3 of 9 (Total: 110):
TRAFFIC ATTACK—LONG REVERSE

CRITERION	\$1,498,900
GOLD	\$600,000
SILVER	\$200,000
BRONZE	\$50,000

Bronze Unlocks:
 ■ Motor City Long Reverse: Preview (1 of 1; Total: 123)
 ■ Modified M-Type GT

Starting Time: 25 Seconds



Compared to Event #109, this is a walk in the park, or at least, a drive down a freeway, smashing vehicles that aren't big rigs. Avoid a few buses at the beginning of the first freeway, but bash everything else! You can take Bronze at the Colosseum if you keep this up!



It takes one and a half laps to reach Gold, so resign yourself to concentrated Skill and Trick Shots, and make up time at the main road with the tree planters (the base has some parked vans to add to your score). As you emerge at the "Bar" sign shortcut, the route through the four columns to the lap end has little traffic, so boost quickly here.

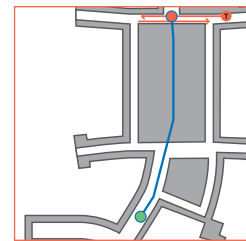


Event 4 of 9 (Total: 111):
CRASH—ETERNAL FLAMES

CRITERION	\$7,497,000
GOLD	\$3,000,000
SILVER	\$2,000,000
BRONZE	\$1,000,000

Bronze Unlocks:
 ■ Angel Valley Crash: Silly-Cone Valley (1 of 1; Total: 107)

Vehicle: Saloon C180 Super (or Medium to Light car with 170 mph+ top speed)
Wind: 25 mph blowing you left
Cars to Hit: 58



Boost down the hill, slamming two of the four cars in front of you, and then aim for the ramp. Once you're airborne, point your vehicle right slightly, so you can land into the side of the bus heading from left to right. Be quick, or you'll miss it! This starts a most enjoyable pile-up!



Just after you strike the bus, Aftertouch to the middle of the junction. At the first Crashbreaker, aim for the parked cars, then Aftertouch in the opposite direction to strike the slow-moving buses that are escaping farther down the hill. For the true professional, get a final Crashbreaker once you're in the middle of the buses for a gigantic score.

Event 5 of 9 (Total: 112):
**CRASHBREAKER RACE—
SHORT REVERSE**



CRITERION 1st with Perfect Laps

GOLD 1st

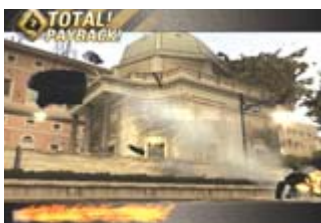
SILVER 2nd

BRONZE 3rd

Bronze Unlocks:

- Eternal City Long Forward: Crashbreaker Eliminator (7 of 9; Total: 114)
- White Mountain Reverse: Traffic Attack (5 of 6; Total: 121)

Number of Laps: 3



With three laps, there's plenty of time to build up Boost and an Awesome ranking, so play it cool if you crash or trail the pack throughout the first two laps. The course's tightness allows you to crash and take multiple opponents out with a single explosion, as shown above! Total payback!



On occasion, launching a Crashbreaker may detract from your racing lines and plan. Fill your Boost, and at the top of the main road with the tree planters, pull ahead using shortcuts. Watch for the big rig blocking your exit on the main road, though.

Event 6 of 9 (Total: 113):
**CRASHBREAKER ELIMINATOR—
SHORT FORWARD**



CRITERION 1st with Perfect Laps

GOLD 1st

SILVER 2nd

BRONZE 3rd

Bronze Unlocks:

- Eternal City Long Forward: Crashbreaker Eliminator (7 of 9; Total: 114)
- White Mountain Reverse: Traffic Attack (5 of 6; Total: 121)

Starting Time: 30 seconds



Because this course is twisting and narrow, it's easy to get left behind at the last second and lose. Use and abuse your Crashbreaker power here. Don't bother dueling with enemies to begin with. Maneuver to the front of the pack, and continue until you make a mistake. Then explode nearby enemies.



It takes around two full laps for everyone (except you) to be eliminated, so learn the course and begin a quick escape at around the domed chapel near the formal garden shortcut on the second lap. Even if you mess up your Boost, you should have an Awesome rating.

Event 7 of 9 (Total: 114):
**CRASHBREAKER ELIMINATOR—
LONG FORWARD**



CRITERION 1st with Perfect Laps

GOLD 1st

SILVER 2nd

BRONZE 3rd

Bronze Unlocks:

- White Mountain Forward: Crashbreaker Race (6 of 6; Total: 122)
- Custom M-Type GT

Starting Time: 30 seconds



Take what you learned in the previous event, and for the parts of the course that are new, boost away from the pack. If you take shortcuts and keep your speed up, you can charge up your meter and receive an Awesome rating by the giant steps.



You're likely to be driving down the main road with the tree planters when the final enemy is removed from play. Remain ahead, use all shortcuts (especially those with ramps), and check or near-miss traffic. Use Crashbreaker if you accidentally crash.



CUSTOM M-TYPE GT: ACQUIRED!

Event 8 of 9 (Total: 115):
**CRASHBREAKER ROAD RAGE—
SHORT FORWARD**



CRITERION 34 Takedowns

GOLD 17 Takedowns

SILVER 13 Takedowns

BRONZE 10 Takedowns

Bronze Unlocks:

- Eternal City Long Forward: Grand Prix 8 (9 of 9; Total: 116)
- Works M-Type GT

Starting Time: 35 seconds



If you can't stop yourself crashing into walls, you won't have much of a chance to reach the dizzying heights of 17 takedowns here. This is another difficult set of laps where time is less important than keeping your car in one piece.



WORKS R202 GT: ACQUIRED!



Don't rely on the Crashbreaker for your takedowns or you'll have no car left! Instead, attempt rear-ends into the sides of walls, and Trick Shots from innocent cars. If you are constantly underscoring, try slowing down, using the Boost only to launch into enemies.



WORKS M-TYPE GT: ACQUIRED!

Event 9 of 9 (Total: 116):
CRASHBREAKER GRAND PRIX 8



CRITERION 1st with Perfect Laps

GOLD 1st (overall)

SILVER 2nd (overall)

BRONZE 3rd (overall)

Bronze Unlocks:

- Rank 9 Central Route Long Reverse: Burning Lap (1 of 8; Total: 130)
- Rank 9 Eastern Bay Upper Link Forward: Crashbreaker Race (1 of 9; Total: 138)
- Works R202 GT

**Eternal City Long Forward: 2 Laps
White Mountain Reverse: 2 Laps
Motor City Long Reverse: 2 Laps**



The three courses in this Crashbreaker Grand Prix are Eternal City Long Forward (two laps), White Mountain Reverse (two laps), and Motor City Long Reverse (two laps). You don't have to finish first in every course to claim a Perfect Gold, but try for at least two. Refer to the Overview chapter for detailed information on these courses.



WORKS R202 GT: ACQUIRED!



White Mountain Events

Event 1 of 6 (Total: 117):
CRASH—CRY FOR ALP

CRITERION \$7,755,825

GOLD \$5,000,000

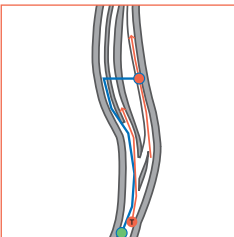
SILVER \$3,000,000

BRONZE \$1,500,000

Bronze Unlocks:

- Motor City Crash: Van Fire Strikes Back (1 of 1; Total: 106)

Vehicle: Compact C185 Super (or Medium to Light car with a good-sized Crashbreaker)
Wind: 0 mph
Cars to Hit: 43



Boost down the hill, and just as you reach the overhang, slam into a couple of same-way vehicles (but not the big rig!) to stop this small section of traffic (and the Target car that comes this way later). Now dodge left into the upper tier and oncoming traffic. Slam into the car in front of the big rig.



Make sure the entire top tier is blocked. Afters touch down to the bottom tier, and then to the dirt road below that. Failing that, Crashbreaker there and aim to land halfway up the hill farther away from the start. Catch all the traffic here in a Crashbreaker, then maneuver and strike two white parked cars near the first accident you caused.

Event 2 of 6 (Total: 118):
CRASHBREAKER ELIMINATOR—LONG REVERSE

CRITERION 1st with Perfect Laps

GOLD 1st

SILVER 2nd

BRONZE 3rd

Bronze Unlocks:

- Eternal City Long Reverse: Traffic Attack (3 of 9; Total: 110)
- Modified R202 GT

Starting Time: 30 seconds



The layout of this course means that you have a number of different options. Begin with a bit of jostling. Use the sheer sides of the cliff roads to deliver punishment to three of your foes, and build up the Boost meter.



Then spend the rest of the course jetting out into first. You can do this at the bridge before the first switchbacks, or after you complete the town if you're not sure you'll gain enough Boost from drifting. Watch the bus just before this tunnel, atop the second switchbacks; judge this entrance carefully!



MODIFIED R202 GT: ACQUIRED!

Event 3 of 6 (Total: 119):
CRASH—MOUNTAIN THE KERB

CRITERION \$6,259,500

GOLD \$4,500,000

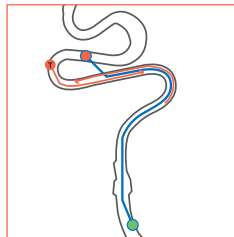
SILVER \$2,500,000

BRONZE \$1,000,000

Bronze Unlocks:

- Eternal City Crash: Eternal Flame (4 of 9; Total: 111)

Vehicle: Sport C180 Lite (or a fast, controllable vehicle, even a race vehicle)
Wind: 0 mph
Cars to Hit: 51



Execute a Perfect Start, and come screaming out of the tunnel, tagging one of the cars into the intersection, and causing a small pile-up that you don't even see. You're on your way downhill. Score a few more points by checking the car into the bus.



Use your drift at the switchback corner, drifting left, and leaving the cars on the right. Aim at the oncoming big rig, striking it in the front right headlight (as you're facing it). Clip the edge of it, and land your flaming wreck on the right part of the road.



This blocks both lanes and allows a large pile-up to occur. Now use your Crashbreaker in one of two ways: to fly farther down the road and tag incoming vehicles, or to head right, flying over the wall and onto the lower part of the switchback to catch any escaping vehicles. You need two Crashbreakers for the best score.

Event 4 of 6 (Total: 120):
CRASHBREAKER ROAD RAGE—FORWARD

CRITERION 33 Takedowns

GOLD 18 Takedowns

SILVER 12 Takedowns

BRONZE 9 Takedowns

Bronze Unlocks:

- Eternal City Short Reverse: Crashbreaker Race (5 of 9; Total: 112)
- Eternal City Short Forward: Crashbreaker Eliminator (6 of 9; Total: 113)
- Factory R190 GT

Starting Time: 40 seconds



Make this difficult Event easier by choosing a good car (the heavier the better, and the bigger Crashbreaker the better), and taking advantage of the switchback corners. Scrape along the walls behind an enemy and you'll wreck him every time!



It takes until the cliff-top roads to gain a Gold Perfect. Stick to the main roads and not the shortcuts. Don't let your Crashbreakers rule your takedowns or your car's integrity won't hold. Instead, swipes into and off cliffs are the best bet.

Event 5 of 6 (Total: 121):
TRAFFIC ATTACK—REVERSE

	CRITERION	\$1,243,150
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	GOLD	\$700,000
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	SILVER	\$300,000
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	BRONZE	\$125,000
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Bronze Unlocks:
 ■ White Mountain Forward: Crashbreaker Race (6 of 6; Total: 122)

Starting Time: 25 seconds



Getting a great start is the first step to a Gold Perfect, so follow the traffic flow, but don't scrape the cliff wall on the right and crash! Along the cliff roads, continuously attempt Skill Shots hitting oncoming traffic with innocent vehicles. Bronze is awarded around the time you reach the bridge with the hole.



Continue the Skill Shots on the switchbacks. Slow to tag as many same-way cars into oncoming big rigs as you can. Take the main road through town, but slow at the exit shortcut ramp and slam parked cars on the ground. Use the same Skill Shot plan on the switchbacks. Gold is awarded around the time you reach the bridge on lap two.



FACTORY R190 GT: ACQUIRED!

Event 6 of 6 (Total: 122):
CRASHBREAKER RACE—FORWARD

	CRITERION	1st with Perfect Laps
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	GOLD	1st
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	SILVER	2nd
--	--------	-----

	BRONZE	3rd
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Bronze Unlocks:
 ■ Eternal City Short Forward: Crashbreaker Road Rage (8 of 9; Total: 115)
 ■ Custom R202 GT

Number of Laps: 2



Please note the number of laps; this is a war of attrition, and not a race! Although there's slightly more traffic, there aren't many obstacles. Use the switchbacks on the way down to collect some Boost power, then choose one of two plans.



The first is to stay with the pack, slam them about a bit, then continue until you reach the bridge with the hole in it on your second lap. Boost away, use all the shortcuts on the mountain pass, and win! Or, you can simply ignore the Boost, drift and take every shortcut for a lap and a half, and win that way.



CUSTOM R202 GT: ACQUIRED!



Motor City Events (Preview)

Event 1 of 1 (Total: 123):
PREVIEW—LONG REVERSE

	CRITERION	1:26:15
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	GOLD	1:33:00
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	SILVER	1:50:00
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	BRONZE	2:05:00
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Bronze Unlocks:
 ■ White Mountain Forward: Crashbreaker Road Rage (4 of 6; Total: 120)

Vehicle: Etnies Racer



Aside from attempting a Perfect Lap, you need to get Boost quickly. Achieve this by driving over the bumps in the middle of the alley. Replenish your Boost by taking the U-turn underground; the ramp at the exit provides a good source of Boost power.



There isn't much traffic on these streets, but watch the vehicles that are there. Take shortcuts on the freeway, then head up on top, and watch for two cars oncoming (stay left). At the docks, take the left warehouse route, and watch for the big rig on the left side as you exit. Even with a crash, you can still claim Gold Perfect well in the time allotted.

ALL RANKS: OPEN!
 BEST POSSIBLE RANK AFTER RANK 8:
 DOMINATOR (COMPLETE ALL 169
 EVENTS WITH AWESOME OR PERFECT
 RATING FOR ELITE RANK)



RANK 9 INFO

Available Ranking Stars: **115** Available Events: **23**
 Locations and Events: Motor City: **1** Angel Valley: **3** Lone Peak: **2** Central Route: **8** Eastern Bay: **9**

IN THE BEGINNING...
ALL RANKS OPEN!

BEST POSSIBLE RANK AT RANK 9: DOMINATOR



Motor City Events

Event 1 of 1 (Total: 124):
CRASH—JUMP ON THE JAM

	CRITERION	\$14,724,900
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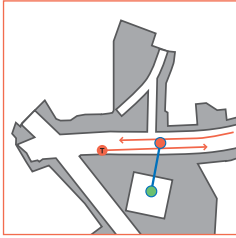
	GOLD	\$8,000,000
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	SILVER	\$5,000,000
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	BRONZE	\$1,500,000
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Bronze Unlocks:
 ■ Rank 10: Angel Valley Crash: Silly-Cone Valley (2 of 8; Total: 153)
 ■ Sport C190 Super

Vehicle: Sports C190 Super
 Wind: 25 mph blowing you right
 Cars to Hit: 89



Now with a different car, Jump on the Jam's strategy remains the same, although you can cause more damage this time around. Execute an early Perfect Start (stop the bar as early as you can on the "upswing" green area), and boost forward, aiming for the taller of the two ramps. Launch!



Sail through the skies, but point your vehicle at the taxi heading from left to right. Tip your vehicle's nose in the air for extra Aftertouch aiming. This usually tags the big rig, as you must have blockage on both sides of the road. Use your second Crashbreaker to explode the pile-up, optionally dropping off the flyover to the road below to hit more vehicles.



SPORT C190 SUPER: ACQUIRED!



Angel Valley Events



Event 1 of 3 (Total: 125):
CRASHBREAKER ELIMINATOR—FORWARD



CRITERION 1st without crashing

GOLD 1st

SILVER 2nd

BRONZE 3rd

Bronze Unlocks:

- Central Route Long Forward: Crashbreaker Race (5 of 8; Total: 134)
- Eastern Bay Upper Link Reverse: Crashbreaker Road Rage (5 of 9; Total: 142)

Starting Time: 30 seconds



A fast car with good handling is a must for this Eliminator, which shows just how tough these Events are getting. Grab Boost bar extensions when you can get them; it's better to concentrate on the traffic and making shortcuts.



Use safe shortcuts (such as the low channel, rather than burger alley), and parts of the storm drain that merge onto the freeway and back again to catch up to the first place enemy instead of being removed early. The freeway is a good spot for takedowns, but watch that you aren't the one crashing!

Event 2 of 3 (Total: 126):
CRASH—CRASH DE LA VISTA



CRITERION \$12,534,850

GOLD \$6,500,000

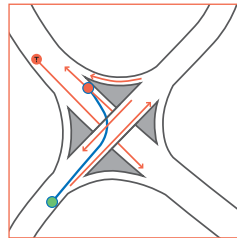
SILVER \$4,000,000

BRONZE \$2,000,000

Bronze Unlocks:

- Motor City Crash: Jump on the Jam (1 of 1; Total: 124)

Vehicle: Any lighter vehicle that takes ramps well
Wind: 20 mph blowing you right
Cars to Hit: 76



Begin after a Perfect Start by checking the same-way traffic ahead of you, then launch up and over the ramp. Your vehicle's weight is important, as you must aim for the big rig that's coming down the on-ramp diagonally ahead and left of you.



Strike this vehicle because it's at the head of the freeway traffic. Then bounce onto the freeway and slam into the traffic that's coming in from under the bridge. Once your Crashbreaker occurs, fly across via Aftertouch to the opposite side for additional targets, including the Target car.

Event 3 of 3 (Total: 127):
CRASHBREAKER RACE—REVERSE



CRITERION 1st with Perfect Laps

GOLD 1st

SILVER 2nd

BRONZE 3rd

Bronze Unlocks:

- Lone Peak Forward: Crashbreaker Road Rage (2 of 2; Total: 129)
- Central Route Short Reverse: Traffic Attack (7 of 8; Total: 136)

Number of Laps: 2



Adjust your strategies for this race. Take most shortcuts, but only those you know you aren't going to hit. It's good for example, to try for a takedown on the freeway entrance, then hug the left side and take out more enemies into oncoming traffic, instead of using the storm drain.



Don't take the alley to Joe's Car Lot because it offers less potential for Boost gathering. Take the strip road, and stay in the middle so you can dodge cross traffic. Take the lower channel and all the shortcuts in the hills, and you'll have enough Boost for a Gold Perfect. Crashing more than four times makes catching up to first almost impossible.



Lone Peak Events

Event 1 of 2 (Total: 128):
CRASH—DRIVE-THRU DESTRUCTION



CRITERION \$7,933,750

GOLD \$6,000,000

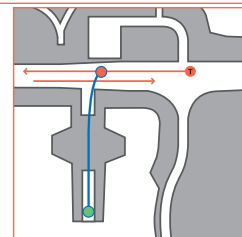
SILVER \$4,000,000

BRONZE \$2,000,000

Bronze Unlocks:

- Eastern Bay Crash: Smashimi (4 of 9; Total: 141)

Vehicle: Utility C150 Super (Any Heavy vehicle with a medium top speed)
Wind: 25 mph blowing you left
Cars to Hit: 84





Oddly, obtaining a Gold requires \$500,000 less damage than the previous time you played this event, so use the same vehicle, or the Utility. Head straight for the bridge at maximum speed, and fly onto the next rickety section. Steer to the right of the dirt track, thus avoiding the parked cars (you don't want to peak too early!). Aim your SUV at the gap between the parked car on the right and the bus on the left.



These vehicles smash into the nearer of the two roads. Keep your momentum up and roll across to the opposite highway and block traffic in both directions. When you can, set the Crashbreaker when you're surrounded by impacted vehicles, and Aftertouch over the fence, and into the diner parking lot to tag more cars.

Event 2 of 2 (Total: 129): CRASHBREAKER ROAD RAGE—FORWARD		
CRITERION	31 Takedowns	
GOLD	22 Takedowns	
SILVER	18 Takedowns	
BRONZE	15 Takedowns	
Bronze Unlocks:		
■ Central Route Short Reverse: Race (8 of 8; Total: 137)		

Starting Time: 40 seconds



Use your Road Rage knowledge, and remember a couple of extra tips for this course. Oncoming traffic generally isn't a problem, although you must stick to same-way lanes and not the shortcuts. The best places for takedowns are always the outside barriers on corners.



The lumber yard is so dangerous that you should stick to the left buildings and avoid trying takedowns in here entirely. Instead, try them on corners, and don't worry about your car's integrity this time. Simply don't crash, and continue to slam foes at corners.



Central Route Events

Event 1 of 8 (Total: 130): BURNING LAP—LONG REVERSE		
CRITERION	59.79	
GOLD	1:03:00	
SILVER	1:17:00	
BRONZE	1:43:00	

Bronze Unlocks:

- Central Route Long Reverse: Traffic Attack (3 of 8; Total: 132)
- Central Route Long Reverse: Crashbreaker Road Rage (4 of 8; Total: 133)

Vehicle: Black Elite Racer



This exceptional vehicle demands a driver with just as much competence. Although this beast is fast, if you crash once, you cannot complete a Gold Perfect Lap. Take the shortcuts to the tramway. Drift to start your Boost burning, and take both shortcuts on the tramway. Watch your trajectory at the station!



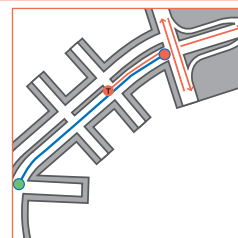
Take the tunnel, boosting constantly, and jet through the shortcut corner, through the dragon alley, and ideally into the left same-way corner. Go across and through the bus depot, and take the left of the two roads at the six-way intersection.

Event 2 of 8 (Total: 131): CRASH—DOUBLE WRECKER		
CRITERION	\$11,758,775	
GOLD	\$6,000,000	
SILVER	\$4,000,000	
BRONZE	\$2,000,000	

Bronze Unlocks:

- Lone Peak Crash: Drive-Thru Destruction (1 of 2; Total: 128)

Vehicle: Compact C185 Super (Any Light and small vehicle)
Wind: 20 mph blowing you left
Cars to Hit: 66



Execute a Perfect Start, and keep on the right side of the road. Cross the intersection, and go through the gap to the right of the two buses. Aim for the taxi on the left at the next intersection, so it and your car slam into the large vehicles and create a pile-up on both lanes.



Complete the remainder of this Crash Event like Noodles of Fun. As soon as you can, use your Crashbreaker and aim forward (from your starting point), off the bridge, and onto the lower roadway, landing on the traffic moving away from you. Tag a big rig, then use Crashbreaker again to locate any traffic on the lower level you missed. The Target car comes in on the lower tunnel.

Event 3 of 8 (Total: 132): TRAFFIC ATTACK—LONG REVERSE		
CRITERION	\$718,325	
GOLD	\$1,200,000	
SILVER	\$500,000	
BRONZE	\$250,000	

Bronze Unlocks:

- Angel Valley Forward: Crashbreaker Eliminator (1 of 3; Total: 125)
- Eastern Bay Long Reverse: Traffic Attack (2 of 9; Total: 139)
- Eastern Bay Upper Link Forward: Burning Lap (3 of 9; Total: 140)
- Limited M-Type GT

Starting Time: 20 seconds





This Event isn't easy, but it's possible if you follow this plan. Make sure you hit almost every same-way car. There aren't as many, so it's more important to strike each one. Most importantly, the only way to reach a Gold Perfect is with Skill Shots.



This involves shoving a car into an oncoming big rig. There are loads of them on the main streets, and fewer on the tramway, so just plow through as many as you can. It takes around a lap and a half to take Silver, and double that for Gold. Always take the main road, and make every shunt count!

LIMITED M-TYPE GT: ACQUIRED!

Event 4 of 8 (Total: 133):
CRASHBREAKER ROAD RAGE—LONG REVERSE

	CRITERION	27 Takedowns
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	GOLD	17 Takedowns
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	SILVER	13 Takedowns
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	BRONZE	10 Takedowns
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- Bronze Unlocks:**
- Angel Valley Forward: Crashbreaker Eliminator (1 of 3; Total: 125)
 - Eastern Bay Long Reverse: Traffic Attack (2 of 9; Total: 139)
 - Eastern Bay Upper Link Forward: Burning Lap (3 of 9; Total: 140)

Starting Time: 40 seconds



This is one of the trickiest Road Rage Events so far, so use the track elements in your favor. Sideswipe enemies into corners at every opportunity, and do not crash at all; your vehicle's integrity becomes a problem later on.



Same-way innocent vehicles are another major help; use Skill Shots into the cars you're attempting to take down. Use Crashbreakers infrequently because you should be keeping your crashing to a minimum.

Event 5 of 8 (Total: 134):
CRASHBREAKER RACE—LONG FORWARD

	CRITERION	1st with Perfect Laps
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	GOLD	1st
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	SILVER	2nd
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	BRONZE	3rd
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- Bronze Unlocks:**
- Central Route Short Forward: Crashbreaker Eliminator (6 of 8; Total: 135)

Number of Laps: 2



Use the start of this race to steal some Boost from others, as your rivals tend to bunch up. After this, boost away from the pack. Until you learn precisely where oncoming vehicles are going to appear at junctions, prepare for an obstacle at every intersection.



Leaving the pack allows you the luxury of accidentally crashing, then saving yourself (and your Boost) with a Crashbreaker Takedown. Take the scaffold jump (but watch for the big rig at the intersection), use the bus depot (watch for one as you exit), and zip down the dragon alley (beware of traffic as you exit across to the inner corner).

Event 6 of 8 (Total: 135):
CRASHBREAKER ELIMINATOR—SHORT FORWARD

	CRITERION	1st without crashing
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	GOLD	1st
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	SILVER	2nd
--	--------	-----

	BRONZE	3rd
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- Bronze Unlocks:**
- Angel Valley Reverse: Crashbreaker Race (3 of 3; Total: 127)
 - Eastern Bay Upper Link Reverse: Crashbreaker Eliminator (6 of 9; Total: 143)
 - Criterion M-Type GT

Starting Time: 30 seconds



One of the best ways to achieve position and Boost, and to avoid being slammed into obstacles, is to stay right in the first alley, and head up the scaffold ramp. Drop down into the intersection, and you're almost guaranteed a Vertical Takedown on the first lap.



The main problem areas are the two corners: stay right, and drift on the inside. The highway to the dragon alley is easily negotiated. The short course means you'll just have finished completing the first alley on your third lap when this becomes a duel.

CRITERION M-TYPE GT: ACQUIRED!

Event 7 of 8 (Total: 136):
TRAFFIC ATTACK—SHORT REVERSE

	CRITERION	\$3,152,450
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	GOLD	\$650,000
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	SILVER	\$300,000
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	BRONZE	\$125,000
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- Bronze Unlocks:**
- Central Route Short Reverse: Race (8 of 8; Total: 137)
 - Limited R205 GT

Starting Time: 20 seconds



This is another highly tricky Event where the strategy is more complex than simply ramming same-way cars. It takes around three laps to reach Gold, and the only way you aren't going to run out of time is to hit almost every car.



Hitting cars is one thing, but positioning yourself to strike them into big rigs and buses is the real plan of attack. Learn "hot spots" where you're assured a time addition, such as the main road left of the dragon alley, and the town roads that curve with sidewalks near them. Between these points, also tag each car you see.

LIMITED R205 GT: ACQUIRED!

01
02
03
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EVENTS

Event 8 of 8 (Total: 137):
CRASHBREAKER RACE—SHORT REVERSE



CRITERION 1st with Perfect Laps

GOLD 1st

SILVER 2nd

BRONZE 3rd

Bronze Unlocks:

- Eastern Bay Long Forward: Crashbreaker Road Rage (7 of 9; Total: 144)
- Eastern Bay Long Forward: Crashbreaker Eliminator (8 of 9; Total: 145)

Number of Laps: 3



The strategies you've been using in previous races in Central Route also apply here. Because of your Crashbreakers, you should gain a few takedowns, but then speed to first position immediately, and use all the route's shortcuts. If (or when) you crash, use Crashbreaker to keep with the pack.



The first and second laps don't matter; they just increase your rating. Drive the third lap with as much care as you can muster while always boosting, and avoid oncoming traffic at intersections. Keep your Boost up by heading right in the long alley, and use the ramps.



Eastern Bay Events

Event 1 of 9 (Total: 138):
CRASHBREAKER RACE—UPPER LINK FORWARD



CRITERION 1st with Perfect Laps

GOLD 1st

SILVER 2nd

BRONZE 3rd

Bronze Unlocks:

- Central Route Long Reverse: Traffic Attack (3 of 8; Total: 132)
- Central Route Long Reverse: Crashbreaker Road Rage (4 of 8; Total: 133)

Number of Laps: 2



Grab a couple of takedowns and then boost to first position. There are many more confusing corners to learn, so destroy enemies if you make a mistake!



Course knowledge is crucial for all these Eastern Bay Events, especially this area where you steer right at the end of the columned freeway into the green tunnel.



Take this left side shortcut just before you complete a lap (and, even more importantly, near the finish) as it brings you to the finish in same-way traffic.

Event 2 of 9 (Total: 139):
TRAFFIC ATTACK—LONG REVERSE



CRITERION \$1,510,500

GOLD \$750,000

SILVER \$300,000

BRONZE \$125,000

Bronze Unlocks:

- Central Route Long Forward: Crashbreaker Race (5 of 8; Total: 134)
- Eastern Bay Upper Link Reverse: Crashbreaker Road Rage (5 of 9; Total: 142)
- Criterion R205 GT

Starting Time: 50 seconds



The starting time might seem quite long, but there really aren't many cars to tag during the time it takes to get from the upper to lower course areas. Tag the cars on the left wall.



The lack of vehicles means you must slam almost every same-way vehicle you see. Even more important is keeping your Boost up, slowing only at blind corners to ensure that you hit cars into big rigs.



CRITERION R205 GT: ACQUIRED!



Event 3 of 9 (Total: 140):
BURNING LAP—UPPER LINK FORWARD



CRITERION 1:09:09

GOLD 1:12:00

SILVER 1:26:00

BRONZE 1:52:00

Bronze Unlocks:

- Central Route Long Forward: Crashbreaker Race (5 of 8; Total: 134)
- Eastern Bay Upper Link Reverse: Crashbreaker Road Rage (5 of 9; Total: 142)
- Criterion R205 GT

Vehicle: Black Elite Racer



The time to beat is frankly ludicrous; thankfully the car is more than up to the task. Are you? You will be if you boost continuously and don't crash. Use the first tunnel to head into oncoming traffic to gain Boost; watch the big rig as you exit!



Traffic is light, so continue in oncoming traffic until you reach the columned freeway, then into the green and red tunnel. Weave between both sides, keeping your racing line. Then take the shortcut at the construction and the tighter right bend to finish.

Event 4 of 9 (Total: 141):
CRASH—SMASHIMI



CRITERION \$7,499,550

GOLD \$3,000,000

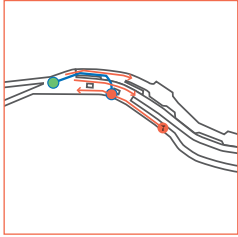
SILVER \$1,500,000

BRONZE \$750,000

Bronze Unlocks:

- Angel Valley Crash: Crash De La Vista (2 of 3; Total: 126)

Vehicle: Compact C185 Super (Any Light and fast vehicle)
Wind: 0 mph
Cars to Hit: 53



Welcome to one of the hardest Crash junctions in the entire world of *Burnout Revenge!* With a fast, good-handling vehicle, maneuver up the ramp to the left, above the freeway lanes to the right. Check the traffic that you can.



Immediately turn right, drift off the side of the elevated road, and attempt to land on the roof of one of the big rigs traveling below, in the same direction as you. This crash should halt all vehicles going your way, in both upper and lower lanes!



However, the tricky part is the bounce off the same-way big rigs and into the oncoming traffic on the far right side. After you halt this lane, launch a Crashbreaker and head back the way you came, catching the incoming Target car.

Event 5 of 9 (Total: 142):
CRASHBREAKER ROAD RAGE—
UPPER LINK REVERSE



CRITERION 38 Takedowns

GOLD 22 Takedowns

SILVER 18 Takedowns

BRONZE 12 Takedowns

Bronze Unlocks:
■ Central Route Short Forward:
Crashbreaker Eliminator
(6 of 8; Total: 135)

Starting Time: 40 seconds



Although this may seem almost impossible, it's actually a lot easier than the Road Rages in Central Route and Eternal City. There are loads of crash barriers to grind against, and getting in behind an enemy and ramming him always results in a takedown.



You must learn this course before you have a hope of obtaining a Gold Perfect. Once you realize when the green tunnel starts and finishes, and that constant boosting and quick barrier slamming work better than Crashbreakers, you should be fine.

Event 6 of 9 (Total: 143):
CRASHBREAKER ELIMINATOR—
UPPER LINK REVERSE



CRITERION 1st without crashing

GOLD 1st

SILVER 2nd

BRONZE 3rd

Bronze Unlocks:
■ Lone Peak Forward: Crashbreaker Road Rage (2 of 2; Total: 129)
■ Central Route Short Reverse: Traffic Attack (7 of 8; Total: 136)

Starting Time: 30 seconds



Alternate between this and Event #142 to fully learn the Upper Link course, and the practice will pay off. Keep up with the pack before gradually pulling away. Watch the cross traffic at the shortcut at the construction freeway.



You eliminate your final adversary in the green tunnel on the second lap, so aim to boost forward at the construction area on the second lap. Watch same-way big rigs in the tunnel because they can stop you from claiming Gold. Crashbreakers are secondary to simple boosting and course memorization.

Event 7 of 9 (Total: 144):
CRASHBREAKER ROAD RAGE—
LONG FORWARD



CRITERION 38 Takedowns

GOLD 22 Takedowns

SILVER 18 Takedowns

BRONZE 15 Takedowns

Bronze Unlocks:
■ Eastern Bay Lower Link Reverse:
Grand Prix 9 (9 of 9; Total: 146)

Starting Time: 40 seconds



The Road Rage Event you just played on the Upper Link Reverse (Event #142) course provides you with most of the tactics you need. Beat foes against the abundance of metal barriers to maintain your time, preserve your car's integrity, and increase your score.



Your biggest concern is to avoid some large vehicles. Carefully replay and learn where they are. Bounce cars into them to clear the way, and hit cars into your enemies.

Event 8 of 9 (Total: 145):
CRASHBREAKER ELIMINATOR—
LONG FORWARD



CRITERION 1st without crashing

GOLD 1st

SILVER 2nd

BRONZE 3rd

Bronze Unlocks:
■ Eastern Bay Lower Link Reverse:
Grand Prix 9 (9 of 9; Total: 146)

Starting Time: 40 seconds



Just as before, the earlier Eliminator you completed (Event #143) helps you understand the strategy. Beat down a couple of foes at the very start, and then boost away from the pack. The shortcut at the construction area is a good place to begin fleeing.



Continue this until you crash (and Crashbreaker the enemies), or you run out of Boost (then "accidentally" crash and use the Crashbreaker). Use all shortcuts, and watch for big vehicles, although some have cars right behind them, allowing you to bash them out of the way.

Event 9 of 9 (Total: 146):
CRASHBREAKER GRAND PRIX 9



CRITERION 1st with Perfect Laps

GOLD 1st (overall)

SILVER 2nd (overall)

BRONZE 3rd (overall)

Bronze Unlocks:

- Rank 10 Sunshine Keys Forward: Traffic Attack (1 of 3; Total: 147)
- Rank 10 Angel Valley Reverse: Crashbreaker Road Rage (1 of 3; Total: 152)
- Tuned M-Type GT

Eastern Bay Lower Link Reverse: 3 Laps
Central Route Short Forward: 3 Laps
Angel Valley Forward: 2 Laps



The three courses in this Crashbreaker Grand Prix are Eastern Bay Lower Link Reverse (3 laps), Central Route Short Forward (3 laps), and Angel Valley Forward (2 laps). You don't have to finish first in every course to claim a Perfect Gold, but try for at least two. Refer to the Overview section for detailed information on these courses.



TUNED M-TYPE GT: ACQUIRED!

ALL RANKS: OPEN!
BEST POSSIBLE RANK AFTER RANK 9:
DOMINATOR (COMPLETE ALL 169 EVENTS
WITH AWESOME OR PERFECT RATING
FOR ELITE RANK)

RANK 10 INFO

Available Ranking Stars: **115** Available Events: **23**

Locations and Events: Sunshine Keys: **3** Motor City: **2** Angel Valley: **3** Lone Peak: **5** Eternal City: **3** White Mountain: **2** Central Route: **3** Eastern Bay: **2**

IN THE BEGINNING...
ALL RANKS OPEN!

BEST POSSIBLE RANK AT RANK 10: DOMINATOR

TIP

With this rank (and any others you wish to perfect), open up all the vehicles the game has to offer, then choose your preferred one to complete the remaining Events to Gold Perfect standard.



Sunshine Keys Events

Event 1 of 3 (Total: 147):
TRAFFIC ATTACK—FORWARD



CRITERION \$3,891,225

GOLD \$1,250,000

SILVER \$500,000

BRONZE \$200,000

Bronze Unlocks:

- Sunshine Keys Forward: Crashbreaker Eliminator (2 of 3; Total: 148)
- Lone Peak Forward: Crashbreaker Race (1 of 5; Total: 155)

Starting Time: 20 seconds



Much like the previous Traffic Attack event you played at Sunshine Keys, the plan here is to stay on the same-way main road, and slam cars—ideally into bigger vehicles on each side of the street. Everything is fine until the cross traffic near the hotel. Pile cars into the vehicles moving right to left, or you'll crash.



An average driver usually makes \$300,000 in one lap, so expect to win Gold and Perfect during your third. Another new factor to consider are the stationary cars on the main road by the waterside. Slam these into oncoming buses for a better score; you need this to halt the timer.

Event 2 of 3 (Total: 148):
CRASHBREAKER ELIMINATOR—FORWARD



CRITERION 1st without crashing

GOLD 1st

SILVER 2nd

BRONZE 3rd

Bronze Unlocks:
Motor City Long Forward: Crashbreaker Road Rage (1 of 2; Total: 150)

Starting Time: 30 seconds



Pick the fastest ride that you're comfortable handling around corners and avoiding obstacles, and bring down a couple of foes before the suspension bridge. Expect problems merging on the freeway leading to the boatyard. Watch oncoming traffic and use your Crashbreaker.



It takes until around the boatyard on the second lap for this Event to finish, so don't bolt away from the pack too early. Collect all the Boost you can, and begin to edge away at the bridge, using all shortcuts. Watch the oncoming traffic at the left corner heading to the boatyard.

Event 3 of 3 (Total: 149):
CRASHBREAKER RACE—REVERSE



CRITERION 1st with Perfect Laps

GOLD 1st

SILVER 2nd

BRONZE 3rd

Bronze Unlocks:

- Eternal City Long Forward: Traffic Attack (1 of 3; Total: 160)
- Eternal City Long Reverse: Burning Lap (2 of 3; Total: 161)

Number of Laps: 2



There are only two laps, and you should know this course by heart. There's a lot more traffic to worry about. The tunnel after the freeway, the entrance to the boatyard, and the suspension bridges all have a couple of big vehicles to avoid.



Use some shortcuts, such as the forecourt hotel to the construction yard, but forgo others, such as the beachfront curved walkways near the finish. Avoid traffic by using the bowling alley shortcut. Break away from the pack at the suspension bridge on lap two.



Motor City Events

Event 1 of 2 (Total: 150):
CRASHBREAKER ROAD RAGE—LONG FORWARD

CRITERION	27 Takedowns
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GOLD	21 Takedowns
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SILVER	15 Takedowns
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BRONZE	9 Takedowns
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Bronze Unlocks:

- Angel Valley Forward: Traffic Attack (3 of 3; Total: 154)
- Prototype M-Series GT

Starting Time: 60 seconds



You should know this course well by now, so concentrate on some key areas where you know you can easily take down enemies. Try the ground level of the docks, against the cranes.



Another great place for multiple takedowns is the freeway, especially the ramps. Also be on the lookout for a big rig in the industrial area, near the ramp by the pipe. It can hinder your Gold Perfect attempt, so keep to the sides here.



PROTOTYPE M-SERIES GT: ACQUIRED!

Event 2 of 2 (Total: 151):
BURNING LAP—SHORT REVERSE

CRITERION	52:33
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GOLD	0:54:00
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SILVER	1:08:00
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BRONZE	1:34:00
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Bronze Unlocks:

- Central Route Long Forward: Crashbreaker Road Rage (3 of 3; Total: 167)
- Eastern Bay Long Forward: Crashbreaker Race (1 of 2; Total: 168)

Vehicle: Logitech World Racer



A Perfect Lap at speeds averaging more than 200 mph is all that's required here! Use shortcuts, but not at the beginning. Instead, stay on the left side of the main road, and fuel your meter by narrowly missing the oncoming traffic. Turn left early, onto the main road. If you're insane enough, drift left into the alley, and into the left side, right of the columns. It's difficult, but it saves time!



Once in the alley, replenish your Boost meter (you should be boosting constantly) at the jumps, and power through the rest of the alley, cutting left at the end, and screaming out onto the main road. A second later, time the last drift perfectly so you cut in on the left, but don't hit an alley building next to the finish.

Angel Valley Events

Event 1 of 3 (Total: 152):
CRASHBREAKER ROAD RAGE—SHORT REVERSE

CRITERION	30 Takedowns
-----------	--------------

GOLD	21 Takedowns
------	--------------

SILVER	15 Takedowns
--------	--------------

BRONZE	9 Takedowns
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Bronze Unlocks:

- Sunshine Keys Forward: Crashbreaker Eliminator (2 of 3; Total: 148)
- Lone Peak Forward: Crashbreaker Race (1 of 5; Total: 155)

Starting Time: 60 seconds



This is a difficult Event to obtain Gold on thanks to the plentiful supply of traffic and obstacles. Use them to your advantage: slam foes into oncoming vehicles on the freeway.



As before, stay in the middle of the strip to avoid cross traffic, and take side roads, like the channel, that offer jutting columns to slam foes against. Make up your score on the hills where there's less traffic. Crashing prevents you from obtaining Gold, so slow down if you're totaling your vehicle constantly.

Event 2 of 3 (Total: 153):
CRASH—SILLY-CONE VALLEY

CRITERION	\$19,352,200
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GOLD	\$12,000,000
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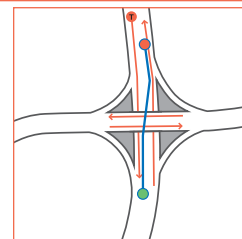
SILVER	\$8,000,000
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BRONZE	\$4,000,000
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Bronze Unlocks:

- Lone Peak Crash: Doughnut Disturb: (2 of 5; Total: 156)

Vehicle: Saloon C180 Super (or any vehicle with a Medium weight that can make the jump)
Wind: 20 mph blowing you right
Cars to Hit: 82





Your previous tactics work well here, although there's \$500,000 extra damage to claim Gold. After a Perfect Start, accelerate and hit the ramp as straight as you can, then pull the nose back to gain maximum height. This lets your car reach the bridge. Aim for the slow-moving and parked cars on the bridge, and attempt to block both lanes.



With both lanes, you receive a quick Crashbreaker. This is necessary, as you need to Aftershot across to the continuation of the lower freeway you were on. Head farther up the road, and cause vehicles on the right to crash.



Confused about directions? Head toward the parked buses. Create havoc in the right lane, then land on the left lane and block the oncoming traffic and Target car. Take out the buses and approaching traffic for a final (and massive) score.

Event 3 of 3 (Total: 154):		
TRAFFIC ATTACK—FORWARD		
	CRITERION	\$2,934,700
	GOLD	\$1,300,000
	SILVER	\$800,000
	BRONZE	\$400,000
Bronze Unlocks:		
■ Sunshine Keys Reverse: Crashbreaker Race (3 of 3; Total: 149)		
■ Lone Peak Forward: Crashbreaker Eliminator (3 of 5; Total: 157)		
■ Tuned R205 GT		

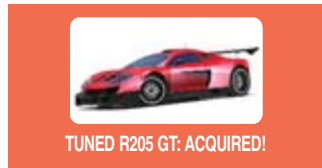
Starting Time: 20 seconds



The cash damage required for a Gold reward is vast. You'll receive it on your third lap if you make it that far. Instead of boosting around for the multiplier, slow down, so you can smack cars on the other side of hills instead of jumping over them, and tag cars into buses on the hills.



In town, you switch to a Skill and Trick Shot expert. Bounce cars into oncoming and same-way big vehicles for the points and because it removes obstacles that can stop you. The freeway is the place for a load of quick extra cash, too.



Event 1 of 5 (Total: 155):		
CRASHBREAKER RACE—FORWARD		
	CRITERION	1st with Perfect Laps
	GOLD	1st
	SILVER	2nd
	BRONZE	3rd
Bronze Unlocks:		
■ Motor City Long Forward: Crashbreaker Road Rage (1 of 2; Total: 150)		
■ Prototype R205 GT		

Number of Laps: 2



The various routes through the forested section provide a wide variety of methods to finish first with a Perfect overall rating. Attempt to slam one or two foes for a bigger Boost, then leave the pack immediately, finding shortcuts through the woods at the left side of the bridge.



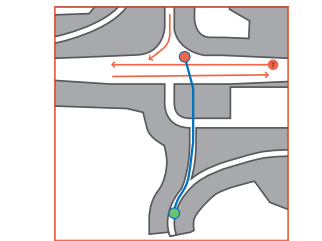
When you exit the lumber yard on the last lap, you should be leaving the rest of your rivals behind, taking the left higher mountain road. On the last corner, watch for a nasty oncoming vehicle right in the middle of your racing line.



Event 2 of 5 (Total: 156):		
CRASH—DOUGHNUT DISTURB		
	CRITERION	\$8,610,750
	GOLD	\$6,000,000
	SILVER	\$3,000,000
	BRONZE	\$2,000,000

Bronze Unlocks:
■ White Mountain Crash: Cry for Alp: (1 of 2; Total: 163)

Vehicle: Utility C150 Super (or any heavy slow vehicle)
Wind: 25 mph blowing you left
Cars to Hit: 76



The exact same score is needed for this event, but now you have a choice of vehicles. Find one that can land in the near lane after the hole jump. Boost forward, through the mesh fence on the left, and up the ramp. Fly up through the doughnut hole, but pull up and angle your flight as you go to compensate for weight and wind. When you're through, push down so you land quickly.



You're aiming for the big rig with the open trailer, heading right to left. See if you can slam a van into it from the nearside road. Once the explosions start, use your Crashbreaker to fly to the other side of the road to destroy more vehicles, then head right (if viewing from the ramp), to explode the Target car, coming in from the right.

Event 3 of 5 (Total: 157):		
CRASHBREAKER ELIMINATOR—FORWARD		
	CRITERION	1st without Crashing

	GOLD	1st
	SILVER	2nd
	BRONZE	3rd

Bronze Unlocks:
■ Eternal City Long Forward: Traffic Attack (1 of 3; Total: 160)
■ Eternal City Long Reverse: Burning Lap (2 of 3; Total: 161)

Starting Time: 30 seconds





Apply the tactics you should have used successfully in the previous Lone Peak Race. Slam a couple of foes early, then dart off into the woods taking shortcuts on your own. Avoid combat in the lumber mill, as it's easy to get slammed.

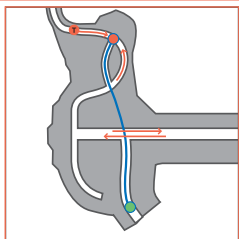


It takes just under two laps to achieve victory, and on the last lap, make sure you know your shortcuts. At the lumber yard, gain time by heading left, unless you know the twists of the rest of the yard.

Event 4 of 5 (Total: 158): CRASH—MOUNT CRUSHMORE	
CRITERION	\$7,230,600
GOLD	\$7,000,000
SILVER	\$3,500,000
BRONZE	\$2,000,000

Bronze Unlocks:
 ■ No more events! This is the last Crash event to open!

Vehicle: Stock C175 Super (or any Heavy 4x4 or SUV with good top speed)
 Wind: 25 mph blowing you right
 Cars to Hit: 73



Your return to Mount Crushmore means attempting a Gold that needs \$1,000,000 of extra damage than before. The same tactics apply: from the start, use the flyover camera to reset all of the cars. Then execute a Perfect Start, and slam into both parked cars at the base of the hill, clearing your way to the ramp.



Hit the ramp at full speed. Steer in the air so you land in the middle of the trail, ideally behind or on top of the lead car. Boost forward, and smash into the rear of the red car, sending it into the parked bus and van. Follow it through, and the main crash occurs.



With skill or luck, you'll continue your tumble into the parking area behind the road, where some buses are parked. Use your first Crashbreaker to explode them and the big rig while the crash continues and the Target car on the far left road (if you're viewing from the start) blows up.



Complete your carnage with a second Crashbreaker to ensure Gold, flying across to the other side of the parking area and demolishing any remaining big rigs or buses.



Event 5 of 5 (Total: 159): BURNING LAP—FORWARD	
CRITERION	1:11:54
GOLD	1:18:00
SILVER	1:32:00
BRONZE	1:58:00

Bronze Unlocks:
 ■ Eternal City Long Forward: Crashbreaker Road Rage (3 of 3; Total: 162)

Vehicle: Logitech World Racer



This is much easier than the horrifically difficult Motor City Burning Lap with the same car. But here you cannot crash. One way to win with a Gold Perfect is to head left from the start, over the bumps left of the train tracks, and through the marsh bridge.



Stay left at the red bridge, through the woodland shortcut. Keep left inside the lumber yard, and take the left path through the mountain tunnel. Finally brake and drift early at the sharp right bend, then make the left turn to the finish.

Eternal City Events

Event 1 of 3 (Total: 160): TRAFFIC ATTACK—LONG FORWARD	
CRITERION	\$3,011,250
GOLD	\$300,000
SILVER	\$125,000
BRONZE	\$50,000

Bronze Unlocks:
 ■ Lone Peak Forward: Burning Lap (5 of 5; Total: 159)
 ■ Central Route Long Reverse: Crashbreaker Eliminator (2 of 3; Total: 166)

Starting Time: 20 seconds

This Traffic Attack is actually easier than previous ones, but you must strike almost every vehicle in same-way traffic you can. When you reach the crossroads here, just after the right turn after the temple, watch for cross traffic. Use a car to clear your path. Note that you usually win Gold here on your second lap.



Stay on the main same-way road for the rest of the lap, making sure you stay right, on the freeway. Another problem cross street is just after you swing right after the freeway. There aren't any cars to shove into the moving traffic, so slow down and dodge.

Event 2 of 3 (Total: 161): BURNING LAP—LONG REVERSE	
CRITERION	1:31:39
GOLD	1:37:00
SILVER	1:51:00
BRONZE	2:17:00

Bronze Unlocks:
 ■ Lone Peak Forward: Burning Lap (5 of 5; Total: 159)
 ■ Central Route Long Reverse: Crashbreaker Eliminator (2 of 3; Total: 166)

Vehicle: Logitech World Racer

You know the drill: gain Boost (in this case, swerve left right at the start, then take the oncoming freeway route up the off-ramp shortcut to avoid the three arches). Take all the shortcuts, and don't crash! Maneuver right of the market stalls for that shortcut, then up the giant steps, and take the elevated arch area shortcut.



This continues at the city wall; take the formal gardens shortcut to the main road heading up, drift through the planters, and then take the shortcut to the temple. Finally, boost through the old town and through the four arches, taking the corners as tightly as you can. This takes precision driving and practice!

Event 3 of 3 (Total: 162):
CRASHBREAKER ROAD RAGE--LONG FORWARD

	CRITERION	49 Takedowns
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	GOLD	30 Takedowns
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	SILVER	24 Takedowns
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	BRONZE	18 Takedowns
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Bronze Unlocks:

- Motor City Short Reverse: Burning Lap (2 of 2; Total: 151)
- White Mountain Forward: Traffic Attack (2 of 2; Total: 164)

Starting Time: 60 seconds



This Event can give you all kinds of trouble, but the biggest concern is keeping your car from falling apart. Ram other cars into your rivals, shunt cars into corners whenever possible, and disengage when coming to a corner that your foes can slam you into.



Avoid the danger of oncoming traffic at the main downhill stretch, and also be aware that enemies can tag you with Vertical Takedowns, especially on the steps. Keep crashes to a minimum, and use Crashbreakers only when you wreck.



White Mountain Events

Event 1 of 2 (Total: 163):
CRASH--CRY FOR ALP

	CRITERION	\$5,686,000
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	GOLD	\$5,000,000
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	SILVER	\$3,000,000
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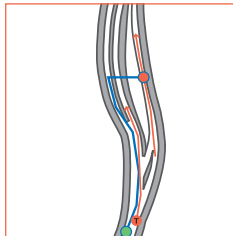
	BRONZE	\$1,500,000
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Bronze Unlocks:

- Central Route Crash: Noodles of Fun: (1 of 3; Total: 165)

Vehicle: Classic Crasher C170

Wind: 0 mph
Cars to Hit: 43



The damage is the same, but the car selection is smaller than before. Boost down the hill, and just as you reach the overhang, slam into a couple of same-way vehicles (but not the big rig!) to stop this small section of traffic (and the Target car that comes this way later).



Now dodge left into the upper tier and oncoming traffic. Slam into the car in front of the big rig. Make sure the entire top tier is blocked. Aftertouch down to the bottom tier, and then to the dirt road below that. Failing that, Crashbreaker there and aim to land halfway up the hill farther away from the start.



Catch all the traffic here in a Crashbreaker, then maneuver and strike two white parked cars near the first accident you caused. Your Classic Crasher may be difficult to drop on the dirt road. Try the top-tier crash into the right side of the lead car so you fly onto the dirt road immediately after contact. Or ignore it completely; you can claim Gold without destroying any dirt road vehicles.



CLASSIC CRASHER C170: ACQUIRED!

Event 2 of 2 (Total: 164):
TRAFFIC ATTACK--FORWARD

	CRITERION	\$2,281,325
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	GOLD	\$600,000
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	SILVER	\$200,000
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	BRONZE	\$75,000
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Bronze Unlocks:

- Central Route Long Forward: Crashbreaker Road Rage (3 of 3; Total: 167)
- Eastern Bay Long Forward: Crashbreaker Race (1 of 2; Total: 168)

Starting Time: 20 seconds



This event is comparable in difficulty to the Rank 9 Traffic Attacks here, and the same strategy applies. You won't win simply slamming same-way cars; they are set up to be launched left, into oncoming traffic. This is imperative to secure a Gold Perfect. The switchbacks are of particular importance.



At the switchbacks both before and after town, slow down for the corners. Stop boosting so you can line up a Trick Shot to keep your time up. Some places, such as the top of the switchbacks near the bridge with the hole in it, don't have cars to hit, so build your score for these areas.



Central Route Events

Event 1 of 3 (Total: 165):
CRASH--NOODLES OF FUN

	CRITERION	\$11,172,200
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	GOLD	\$7,500,000
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	SILVER	\$3,000,000
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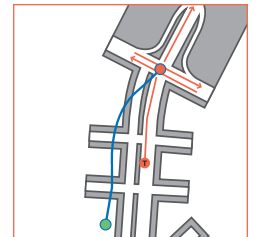
	BRONZE	\$1,500,000
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Bronze Unlocks:

- Lone Peak Crash: Mount Crushmore: (4 of 5; Total: 158)

Vehicle: Mobile Diner (or any vehicle that has a large Crashbreaker)

Wind: 20 mph blowing you left
Cars to Hit: 66



Use a vehicle with a large Crashbreaker to ensure that you gain the extra \$1,500,000 needed for each medal compared to the last time you played this. After an exceptional start, boost toward the first ramp, and fly across to the second ramp. Pay attention to the wind, and point your vehicle right slightly. Don't tip the vehicle; it must line up with the next ramp.



Once off the second ramp, point your vehicle across to the right lanes of traffic, aiming for the two green taxis. The left one is good because it allows you to land in the middle of the bridge intersection, and cause a pile-up on both sides.



As soon as you can, use your Crashbreaker and aim forward (from your starting point), off the bridge, and onto the lower roadway, landing on the traffic moving away from you. Tag a big rig, then Crashbreaker again to locate any traffic on the lower level you missed. The Target car comes in on the lower tunnel.

Event 2 of 3 (Total: 166):
CRASHBREAKER ELIMINATOR—LONG REVERSE

CRITERION	1st without crashing
GOLD	1st
SILVER	2nd
BRONZE	3rd

Bronze Unlocks:
■ Eternal City Long Forward: Crashbreaker Road Rage (3 of 3; Total: 162)

Starting Time: 30 seconds



Boost forward, and try to check same-way traffic into your rivals for a sneaky boost of power. Then maneuver to the front of the pack, and try to drive through all of this route's shortcut. As you reach the second lap, use the scaffold ramp for Boost and takedowns.



The elimination continues for around two and a half laps, so continue your shortcut plan progress until you make a mistake, and then halt all your remaining rivals with a Crashbreaker. Constant crashing is a problem though; stay on four wheels if you can!

Event 3 of 3 (Total: 167):
CRASHBREAKER ROAD RAGE—LONG FORWARD

CRITERION	43 Takedowns
GOLD	30 Takedowns
SILVER	24 Takedowns
BRONZE	18 Takedowns

Bronze Unlocks:
■ Eastern Bay Upper Link Reverse: Crashbreaker Grand Prix 10 (2 of 2; Total: 169)

Starting Time: 60 seconds



This is another highly difficult Event, with an astronomical Gold Perfect rating to obtain. However, use the strategies from previous events, along with some added techniques. The main one is to halt your constant boosting. Boost only when you're going to ram or catch an enemy.



You're more likely to wreck foes this way, and less likely to slam into a wall at speed. The timer isn't your concern, so boosting becomes less important compared to keeping your car in shape. Use wall takedowns, Vertical Takedowns, and Crashbreakers only when you've been wronged. Be very careful as you'll have a critically damaged car when you go for Gold!

Event 1 of 2 (Total: 168):
CRASHBREAKER RACE—LONG FORWARD

CRITERION	1st with Perfect Laps
GOLD	1st
SILVER	2nd
BRONZE	3rd

Bronze Unlocks:
■ Eastern Bay Upper Link Reverse: Crashbreaker Grand Prix 10 (2 of 2; Total: 169)

Number of Laps: 2



With two laps of this giant course to complete, don't worry about taking the lead until well into the final lap. In the meantime, take your time smashing foes and maxing your bar, then keep at the head of the pack, boosting onward. And if you crash, make everyone behind you pay!



Begin the final assault to first position on your final lap just when you're leaving the green tunnel, making sure you take the shortcuts to the finish. The enemies tend to try to take you down, so pull away. This is when crashing becomes a problem; stay on four wheels and keep boosting!



Event 2 of 2 (Total: 169):
CRASHBREAKER GRAND PRIX 10

CRITERION	1st with Perfect Laps
GOLD	1st (overall)
SILVER	2nd (overall)
BRONZE	3rd (overall)

Bronze Unlocks:
■ No more events! This is the last non-Crash event to open!

Eastern Bay Upper Link Reverse: 2 Laps
Central Route Short Reverse: 3 Laps
Eternal City Short Forward: 1 Lap
Motor City Short Forward: 3 Laps




The four courses in this Crashbreaker Grand Prix are Eastern Bay Upper Link Reverse (two laps), Central Route Short Reverse (three laps), Eternal City Short Forward (one lap), and Motor City Short Forward (three laps). You don't have to finish first in every course to claim a Perfect Gold, but try for at least two of them. Refer to the Overview section for detailed information for these courses.

LOGITECH WORLD RACER: ACQUIRED!

ALL RANKS: COMPLETE!
BEST POSSIBLE RANK AT RANK 10:
DOMINATOR (COMPLETE ALL 169 EVENTS WITH AWESOME OR PERFECT RATING FOR ELITE RANK)

APPENDICES

Appendix I: Signature Takedowns

Signature Takedowns are special opponent takedowns that need to be performed in a particular area of a course. All the Signature Takedown locations are referenced on the Overview maps (The  icon in the Track chapters). The information below shows the Signature Takedown video you unlock, the name of the Takedown, and how it is attempted. Completing Signature Takedowns adds to your percentage complete score only.

MOTOR CITY



Alley Ooops!

Available Courses: Long F, Short F
Notes: Destroy an opponent during a wrestle in any of the gantry jumps (Waypoints #32 and #34, Long Forward Map).



Crane in the Neck

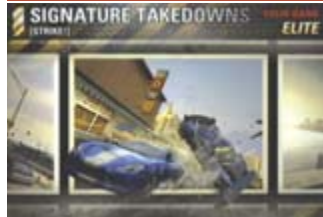
Available Courses: Long F, Long R
Notes: Push a foe into any of the crane bases along the docks (onward from Waypoint #10, Long Forward Map).



Serial Pillar

Available Courses: Long F, Long R
Notes: Take a foe down by slamming them into any freeway support (around Waypoint #15, Long Forward Map).

SUNSHINE KEYS



Strike!

Available Courses: R only
Notes: Push an enemy into the forecourt of the bowling alley (just south-west of Waypoint #24, Reverse Map).



Catch of the Day

Available Courses: Both
Notes: Deliver a slam into the "Welcome to the Marina" sign with the fish above it (near Waypoints #5 and #7b, Reverse Map).



Sunk and Disorderly

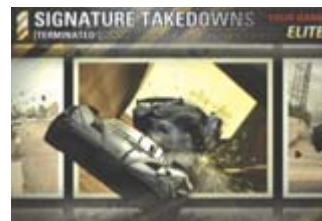
Available Courses: Both
Notes: Shunt an enemy into the sides of the boatyard (between Waypoints #11 and #12, Reverse Map).

ANGEL VALLEY



Take-out Takedown

Available Courses: Both
Notes: Push a foe into the giant Burger sign at the entrance to burger alley (west of Waypoint #14, Forward Map).



Terminated!

Available Courses: Both
Notes: Grind a foe and smash them into a wall in the storm drain channel, at any point (between Waypoints #28a and #28c, Forward Map).



Takin' Out the Trash

Available Courses: Both
Notes: Slam a foe into any of the green trash dumpsters (either in the alley west of Waypoint #10b, or between #17a and #17b, Forward Map).

LONE PEAK



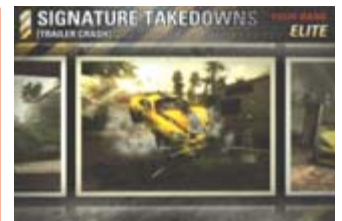
Lumber Party

Available Courses: Both
Notes: Jam a foe into any of the mechanical diggers in the Lumber Yard (various points between Waypoints #19 and #24, Forward Map).



De-railed

Available Courses: Both
Notes: Push a foe into the train track, throughout the whole of the shortcut, both sides (All Waypoints #2 and #3, Forward Map).



Trailer Crash

Available Courses: Both
Notes: Deliver a crashing blow to a foe inside the trailer park, between the signs (Waypoints #8c and #8f).

ETERNAL CITY



Elevated Action

Available Courses: Long F, Long R
Notes: Slam a foe into the wall or arches at any point inside the raised shopping arcade (all Waypoint #18, Long Forward Map).



Arch Enemies

Available Courses: All
Notes: Take out a fiend while passing through any of the multiple archway areas (Waypoints #1, #4c, and #23 Long Forward Map).

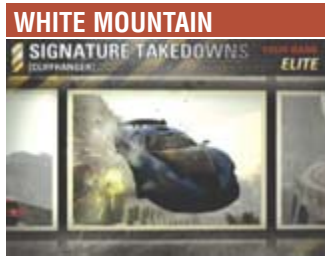


Stairs in Their Eyes

Available Courses: Long R only
Notes: Swipe a foe so they slam into the central area of the steps as you ascend them (just north of Waypoint #11, Long Reverse Map).

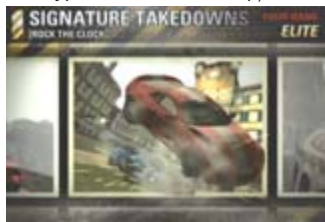
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Cliffhanger

Available Courses: Both
Notes: Punch a foe off the side of the cliff, at any point during the navigation of the two-tiered road (all of Waypoint #3, Forward Map).



Rock the Clock

Available Courses: F only
Notes: Crash an adversary into the entrance to the clock tower (Waypoint #14a, Forward Map).



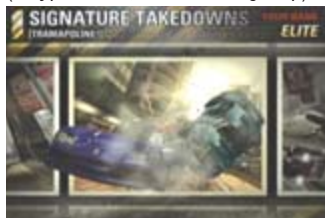
Bridge Out

Available Courses: Both
Notes: Push a foe off the side of the bridge, into the broken hole (north of Waypoint #23, Forward Map).



Depot-lition

Available Courses: Long F, Long R
Notes: Knock any opponent into the waiting buses, inside the depot (Waypoint #15, Forward Long Map).



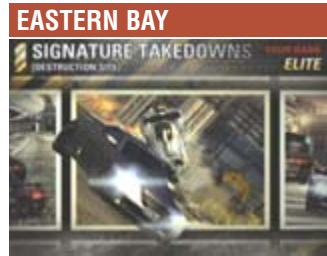
Tramapoline!

Available Courses: Long F, Long R
Notes: Crash a foe into any part of the tramway stops (near Waypoints #24, #1, and #5, Forward Long Map).



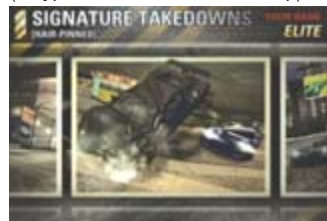
Enter the Dragon

Available Courses: All
Notes: Demolish an adversary in the alleyway, and any point between the green neon dragon signs (Waypoint #19b, Long Forward Map).



Destruction Site

Available Courses: Upper Link F, Upper Link R, Long F, Long R
Notes: Slam an opponent into any part of the construction freeway (Waypoint #6a-#6c, Forward Map).



Hair-Pinned

Available Courses: Lower Link F, Lower Link R
Notes: Push a foe into the wall during the 180 degree hair-pin bend (Waypoint #30g, Forward Map).



Pillar of Strength

Available Courses: Upper Link F, Upper Link R, Lower Link F, Lower Link R
Notes: Buffet an enemy into any of the freeway columns, holding the mono-rail (all Waypoints #14 and #30, Forward Map).

Appendix II: Challenge Sheets

Challenge Sheets are additional tasks or dares that you should complete. Finish one and you're treated to a movie you can access again at any time by checking the Challenge Sheet for the area in which you're playing Events. Complete all eight Challenges in each area, and you unlock a new (and incredible) vehicle! Note that "Special Cars" indicate vehicles you race against that are unlockable through Challenge Sheet completion.

MOTOR CITY CHALLENGE SHEET CHALLENGE 1



Get 4-way Payback

CHALLENGE 2



Win a Race without Crashing

CHALLENGE 3



Do a Vertical Takedown

CHALLENGE 4



Do 3 Revenge Takedowns in a Race



CHALLENGE 5



Takedown a Special Car in Motor City

CHALLENGE 6



Check 50 Vehicles in Traffic Attack

CHALLENGE 7

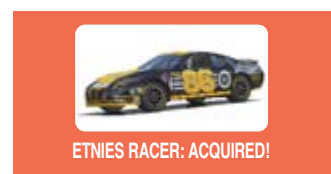


Blow Up 30 Vehicles

CHALLENGE 8



High Score Target



ETNIES RACER: ACQUIRED!

SUNSHINE KEYS CHALLENGE SHEET CHALLENGE 1



Get Triple Payback

CHALLENGE 2



Win a Race without Crashing

CHALLENGE 3



Do a Vertical Takedown

CHALLENGE 4



Do 2 Revenge Takedowns in a Race

CHALLENGE 5



Takedown a Special Car in Sunshine Keys

CHALLENGE 6



Check 100 Vehicles in Traffic Attack

CHALLENGE 7



Blow Up 30 Vehicles

CHALLENGE 8



High Score Target

ANGEL VALLEY CHALLENGE SHEET

■ Complete to Unlock: Low Rider

CHALLENGE 1



Get Double Payback

CHALLENGE 2



Win a Race without Crashing

CHALLENGE 3



Do a Vertical Takedown

CHALLENGE 4



Do 1 Revenge Takedown in a Race



CHALLENGE 5



Takedown a Special Car in Angel Valley

CHALLENGE 6



Check 100 Vehicles in Traffic Attack

CHALLENGE 7

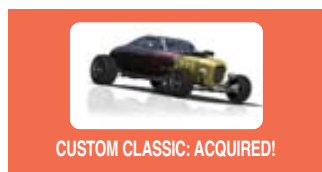


Blow Up 35 Vehicles

CHALLENGE 8



High Score Target



LONE PEAK CHALLENGE SHEET

CHALLENGE 1



Get Triple Payback

CHALLENGE 2



Win a Race without Crashing

CHALLENGE 3



Do a Vertical Takedown

CHALLENGE 4



Do 2 Revenge Takedowns in a Race

CHALLENGE 5



Takedown a Special Car in Lone Peak

CHALLENGE 6



Check 30 Vehicles in Traffic Attack

CHALLENGE 7



Blow Up 25 Vehicles

CHALLENGE 8



High Score Target

ETERNAL CITY CHALLENGE SHEET

■ Complete to Unlock: Euro Classic LM

CHALLENGE 1



Get Double Payback

CHALLENGE 2



Win a Race without Crashing

CHALLENGE 3



Do a Vertical Takedown

CHALLENGE 4



Do 2 Revenge Takedowns in a Race

CHALLENGE 5



Takedown a Special Car in Eternal City

CHALLENGE 6



Check 70 Vehicles in Traffic Attack

CHALLENGE 7



Blow Up 22 Vehicles

CHALLENGE 8



High Score Target



HOT ROD: ACQUIRED!

WHITE MOUNTAIN CHALLENGE SHEET

CHALLENGE 1



Get Explosive Payback

CHALLENGE 2



Win a Race without Crashing

CHALLENGE 3



Do a Vertical Takedown

CHALLENGE 4

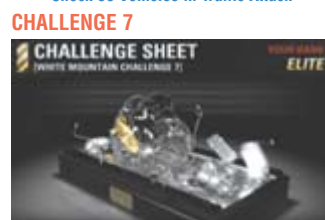


Do 1 Revenge Takedown in a Race

CHALLENGE 5

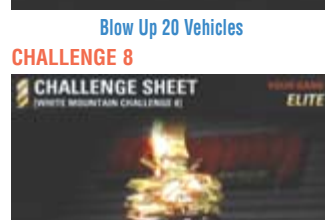


CHALLENGE 6



Check 50 Vehicles in Traffic Attack

CHALLENGE 7



Blow Up 20 Vehicles

CHALLENGE 8



High Score Target



CRITERION GT RACER: ACQUIRED!

CENTRAL ROUTE CHALLENGE SHEET CHALLENGE 1



Get Explosive Payback

CHALLENGE 2



Win a Race without Crashing

CHALLENGE 3



Do a Vertical Takedown

CHALLENGE 4



Do 1 Revenge Takedown in a Race

CHALLENGE 5



Takedown a Special Car in Central Route

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CHALLENGE 6



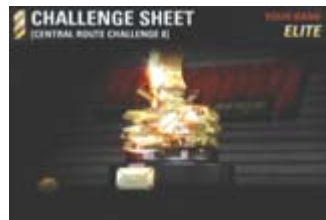
Check 70 Vehicles in Traffic Attack

CHALLENGE 7



Blow Up 25 Vehicles

CHALLENGE 8



High Score Target



EA GT RACER: ACQUIRED!

EASTERN BAY CHALLENGE SHEET CHALLENGE 1



Get 4-way Payback

CHALLENGE 2



Win a Race without Crashing

CHALLENGE 3



Do a Vertical Takedown

CHALLENGE 4



Do 3 Revenge Takedowns in a Race

CHALLENGE 5



Takedown a Special Car in Eastern Bay

CHALLENGE 6



Check 90 Vehicles in Traffic Attack

CHALLENGE 7



Blow Up 24 Vehicles

CHALLENGE 8



High Score Target



NIXON SPECIAL: ACQUIRED!



Appendix III: Traffic Values

The following Appendix details the values that all the different "innocent" vehicles have when you successfully crash into them during a Crash Junction (or any other Crash) Event. Be sure you look over this chart to understand which vehicles are most economical to destroy.

USA REGION TRAFFIC VALUES

VEHICLE	MAX DAMAGE SCORE	TRAFFIC CATEGORY
Compact	1150	Car
Estate	1725	Car
Pickup	2250	Van
SUV	3000	Car
Taxi	1800	Car
Van	2700	Van
Delivery Van	3000	Truck
Mini Bus	2500	Truck
Bus	9000	Bus
Long Nose Cab	8525	Big Rig Bus

VEHICLE	MAX DAMAGE SCORE	TRAFFIC CATEGORY
Big RV	3500	Bus
Flatbed	10000	Big Rig Trailer
Tanker	50000	Big Rig Trailer
Container	11000	Big Rig Trailer
Old Classic	1500	Car
Soft Drinks Van	3250	Truck
Carl's Jr. Container	10000	Big Rig Trailer
Hardee's Container	10000	Big Rig Trailer
Carl's Jr. Van	5000	Truck
Hardee's Van	5000	Truck



EUROPE REGION TRAFFIC VALUES

VEHICLE	MAX DAMAGE SCORE	TRAFFIC CATEGORY
Compact	1150	Car
Estate	1725	Car
Pickup	2250	Van
Taxi	1800	Car
Van	2700	Van
Bus	9000	Bus
Flat Nose Cab	8700	Big Rig Bus
Flatbed	10000	Big Rig Trailer
Tanker	50000	Big Rig Trailer
People Carrier	2550	Car
Clapped Out Van	2000	Van



ASIA REGION TRAFFIC VALUES

VEHICLE	MAX DAMAGE SCORE	TRAFFIC CATEGORY
Compact	1150	Car
Pickup	1850	Van
Japanese Taxi	1800	Car
Hong Kong Taxi	1800	Car
Market Truck	2500	Truck
Van	2700	Van
Bus	9000	Bus
Flat Nose Cab	8700	Big Rig Bus
RV	3250	Van
Tram	7000	Tram
Flatbed	10000	Big Rig Trailer
Tanker	50000	Big Rig Trailer
Sedan	1725	Car

Appendix IV: Traffic Attack Density

In addition to the copious strategies presented throughout the Events chapter, the following table shows how much traffic is available for each Traffic Attack Event in the game. This is useful for estimating how many “big vehicles” are to be expected, so you can execute Skill and Trick Shots, or just avoid them completely.

TRAFFIC ATTACK DENSITY

LOCATION	RANK	DIFFICULTY	SAME-WAY	SAME-WAY BIG VEHICLES	ONCOMING	ONCOMING BIG VEHICLES
Sunshine Keys Long Reverse	1	Easy	High	None	None	None
Central Route Long Forward	3	Easy	High	None	None	None
Motor City Long Forward	4	Medium	High	None	None	None
White Mountain Forward	5	Medium	High	Low	Medium	Low
Eternal City Short Forward	5	Medium	High	Low	Medium	Low
Eastern Bay Reverse	6	Medium	Low	None	Medium	High
Eastern Bay Long Forward	6	Medium	Low	None	Medium	High
Lone Peak Forward	7	Medium	Low	Low	Medium	Medium
Angel Valley	7	Medium	High	Low	Medium	Low
Eternal City Short Reverse	8	Medium	High	Medium	Medium	Low
Eternal City Long Reverse	8	Hard	High	Low	Medium	Low
White Mountain Reverse	8	Hard	Low	Low	Medium	Medium
Central Route Long Reverse	9	Hard	High	Medium	Medium	Low
Eastern Bay	9	Hard	High	Medium	Medium	Low
Central Route Short Reverse	9	Hard	Medium	Low	Low	Low
Sunshine Keys Long Reverse	10	Medium	Medium	Low	Low	Low
Angel Valley Forward	10	Hard	High	Medium	Medium	High
Eternal City Long Forward	10	Hard	Medium	Low	Low	Low
White Mountain Forward	10	Hard	High	Medium	Medium	High

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Appendix V: Road Rage Progression

In addition to the strategies present throughout the Events chapter to show you how to obtain the very best Road Rage score, the following table shows how much time and how many enemies are available during each Road Rage Event. This is presented so you know the theoretical maximums for each course.

ROAD RAGE PROGRESSION

LOCATION	RANK	WAVE 1	WAVE 2	WAVE 3	WAVE 4	WAVE 5	WAVE 6	WAVE 7	WAVE 8	WAVE 9	WAVE 10	TOTAL TIME	UNLOCK CAR
Eternal City Long Reverse	2	2 cars; 60s	2 cars; 60s	3 cars; 60s	—	—	—	—	—	—	—	180s	Yes
Eastern Bay Lower Link Forward	3	2 cars; 60s	2 cars; 50s	3 cars; 60s	4 cars; 80s	—	—	—	—	—	—	250s	Yes
Motor City Long Reverse	4	3 cars; 60s	3 cars; 60s	3 cars; 60s	4 cars; 70s	—	—	—	—	—	—	250s	Yes
Angel Valley Reverse	4	3 cars; 60s	3 cars; 60s	3 cars; 60s	4 cars; 70s	4 cars; 70s	—	—	—	—	—	320s	Yes
Eternal City Short Reverse	5	3 cars; 50s	4 cars; 60s	4 cars; 60s	4 cars; 60s	5 cars; 75s	—	—	—	—	—	305s	No
White Mountain Reverse	5	3 cars; 50s	4 cars; 60s	4 cars; 60s	4 cars; 60s	5 cars; 75s	5 cars; 75s	—	—	—	—	380s	Yes
Central Route Short Reverse Crashbreaker	6	3 cars; 45s	4 cars; 55s	4 cars; 55s	4 cars; 55s	5 cars; 65s	3 cars; 30s	—	—	—	—	305s	No
Eastern Bay Short Lower Link Reverse	6	3 cars; 45s	4 cars; 55s	4 cars; 55s	4 cars; 55s	2 cars; 30s	2 cars; 30s	—	—	—	—	270s	Yes
Sunshine Keys Forward	7	3 cars; 45s	4 cars; 55s	4 cars; 55s	4 cars; 50s	5 cars; 65s	3 cars; 25s	—	—	—	—	295s	No
Lone Peak Reverse	7	3 cars; 45s	4 cars; 55s	4 cars; 55s	4 cars; 55s	2 cars; 30s	2 cars; 25s	1 car; 20s	—	—	—	285s	No
Angel Valley Forward	7	3 cars; 40s	4 cars; 55s	4 cars; 55s	4 cars; 50s	2 cars; 30s	2 cars; 30s	4 cars; 35s	—	—	—	295s	No
White Mountain Forward	8	2 cars; 25s	2 cars; 30s	2 cars; 30s	3 cars; 30s	3 cars; 30s	3 cars; 30s	3 cars; 35s	—	—	—	220s	Yes
Eternal City Short Forward	8	2 cars; 35s	2 cars; 30s	3 cars; 30s	3 cars; 30s	3 cars; 35s	2 cars; 25s	2 cars; 20s	—	—	—	205s	Yes
Central Route Long Forward	9	2 cars; 30s	2 cars; 30s	3 cars; 30s	3 cars; 30s	3 cars; 30s	2 cars; 25s	2 cars; 20s	—	—	—	195s	No
Eastern Bay Upper Link Reverse	9	4 cars; 40s	4 cars; 40s	3 cars; 35s	3 cars; 35s	4 cars; 40s	3 cars; 30s	2 cars; 25s	2 cars; 20s	—	—	265s	No
Lone Peak Forward	9	4 cars; 40s	4 cars; 40s	3 cars; 35s	3 cars; 35s	4 cars; 30s	3 cars; 30s	2 cars; 20s	2 cars; 20s	—	—	250s	No
Eastern Bay Long Forward	9	4 cars; 40s	4 cars; 40s	3 cars; 35s	3 cars; 35s	4 cars; 25s	3 cars; 30s	2 cars; 20s	2 cars; 20s	—	—	245s	No
Angel Valley Reverse	10	2 cars; 20s	2 cars; 20s	2 cars; 20s	2 cars; 20s	1 car; 15s	3 cars; 30s	3 cars; 30s	3 cars; 30s	3 cars; 60s	—	245s	No
Motor City Long Forward	10	2 cars; 20s	2 cars; 20s	2 cars; 20s	2 cars; 20s	1 car; 15s	3 cars; 30s	3 cars; 30s	3 cars; 30s	3 cars; 60s	—	245	Yes
Eternal City Long Reverse	10	3 cars; 30s	3 cars; 30s	4 cars; 40s	4 cars; 40s	4 cars; 40s	4 cars; 40s	5 cars; 50s	5 cars; 50s	5 cars; 45s	5 cars; 45s	410s	No
Central Route Long Forward	10	3 cars; 30s	3 cars; 30s	4 cars; 40s	4 cars; 40s	4 cars; 40s	4 cars; 35s	5 cars; 55s	5 cars; 50s	5 cars; 45s	5 cars; 45s	410s	No

ROAD RAGE MEDALS

LOCATION	RANK	GOLD	SILVER	BRONZE
Eternal City Long Reverse	2	3 waves	2 waves	1 wave
Eastern Bay Lower Link Forward	3	4 waves	2 waves	1 wave
Motor City Long Reverse	4	4 waves	3 waves	2 waves
Angel Valley Reverse	4	5 waves	3 waves	2 waves
Eternal City Short Reverse	5	5 waves	3 waves	2 waves
White Mountain Reverse	5	6 waves	4 waves	3 waves
Central Route Short Reverse Crashbreaker	6	6 waves	4 waves	3 waves
Eastern Bay Short Lower Link Reverse	6	6 waves	4 waves	3 waves
Sunshine Keys Forward	7	6 waves	4 waves	3 waves
Lone Peak Reverse	7	7 waves	5 waves	4 waves
Angel Valley Forward	7	7 waves	5 waves	4 waves
White Mountain Forward	8	7 waves	5 waves	4 waves
Eternal City Short Forward	8	7 waves	5 waves	4 waves
Central Route Long Forward	9	7 waves	5 waves	4 waves
Eastern Bay Upper Link Reverse	9	8 waves	6 waves	4 waves
Lone Peak Forward	9	8 waves	6 waves	5 waves
Eastern Bay Long Forward	9	8 waves	6 waves	5 waves
Angel Valley Reverse	10	9 waves	7 waves	5 waves
Motor City Long Forward	10	9 waves	7 waves	5 waves
Eternal City Long Reverse	10	10 waves	8 waves	6 waves
Central Route Long Forward	10	10 waves	8 waves	6 waves

Appendix VI: Ranking Events High Scores

The following table shows the very best scores that the developers of *Burnout Revenge*, Criterion, posted for Events throughout the game. There's nothing to be unlocked except an intense feeling of pride when (or if) you beat any of these stats. If you do manage to beat one of these stats, congratulate yourself; you're one of the very best *Burnout Revenge* players around!

PART 1: BURNING LAPS/PRELVIEWS HIGH SCORES

RANK/EVENT/LOCATION	HIGH SCORE (TIME)
Rank 1/Event 2 of 3 (Total: 2)/BL Sunshine Valley	1:31:72
Rank 1/Event 1 of 1 (Total: 12)/PE Angel Valley	1:28:03
Rank 2/Event 1 of 6 (Total: 13)/BL Eternal City F	1:49:69
Rank 2/Event 2 of 6 (Total: 20)/BL White Mountain R	2:19:71
Rank 2/Event 1 of 1 (Total: 26)/PE Central Route SF	46:61
Rank 3/Event 1 of 6 (Total: 27)/BL Central Route F	1:22:53
Rank 3/Event 2 of 7 (Total: 34)/BL Eastern Bay LLF	45:22
Rank 3/Event 1 of 1 (Total: 40)/PE Lone Peak F	1:11:54
Rank 4/Event 4 of 6 (Total: 51)/BL Lone Peak R	1:11:66
Rank 4/Event 1 of 1 (Total: 55)/PE Eternal City Short	54:12
Rank 5/Event 1 of 3 (Total: 68)/BL White Mountain F	1:59:33
Rank 5/Event 1 of 1 (Total: 71)/PE Sunshine Keys	1:21:31
Rank 6/Event 1 of 1 (Total: 87)/PE White Mountain	1:57:01
Rank 7/Event 1 of 4 (Total: 95)/BL Angel Valley F	1:20:96
Rank 7/Event 1 of 1 (Total: 105)/PE Eastern Bay F	1:58:25

RANK/EVENT/LOCATION	HIGH SCORE (TIME)
Rank 8/Event 1 of 1 (Total: 123)/PE Motor City R	1:26.15
Rank 9/Event 1 of 8 (Total: 130)/BL Central Route R	0:59.79
Rank 9/Event 3 of 9 (Total: 140)/BL Eastern Bay ULF	1:09.09
Rank 10/Event 2 of 2 (Total: 151)/BL Motor City SR	0:52.33
Rank 10/Event 5 of 5 (Total: 159)/BL Lone Peak F	1:11.54
Rank 10/Event 2 of 3 (Total: 161)/BL Eternal City R	1:31.39

PART 2: TRAFFIC ATTACK HIGH SCORES

RANK/EVENT/LOCATION	HIGH SCORE (\$)
Rank 1/Event 1 of 3 (Total: 1) /Sunshine Keys	3,7192,675
Rank 3/Event 3 of 6 (Total: 29)/Central Route	2,919,600
Rank 4/Event 2 of 4 (Total: 42)/Motor City	3,405,250
Rank 5/Event 8 of 9 (Total: 66)/Eternal City	1,891,775
Rank 5/Event 2 of 3 (Total: 69)/White Mountain	3,391,625
Rank 6/Event 1 of 7 (Total: 80)/Eastern Bay	4,163,825
Rank 6/Event 7 of 7 (Total: 86)/Eastern Bay L	2,112,525
Rank 7/Event 3 of 4 (Total: 97)/Angel Valley	2,374,050
Rank 7/Event 1 of 6 (Total: 99)/Lone Peak	3,551,775
Rank 8/Event 2 of 9 (Total: 109)/Eternal City S	2,043,500
Rank 8/Event 3 of 9 (Total: 110)/Eternal City	1,498,900
Rank 8/Event 5 of 6 (Total: 121)/White Mountain	1,243,150
Rank 9/Event 3 of 8 (Total: 132)/Central Route S	718,325
Rank 9/Event 7 of 8 (Total: 136)/Central Route	3,152,450
Rank 9/Event 2 of 9 (Total: 139)/Eastern Bay	1,510,500
Rank 10/Event 1 of 3 (Total: 147)/Sunshine Keys	3,891,225
Rank 10/Event 3 of 3 (Total: 154)/Angel Valley	2,934,700
Rank 10/Event 1 of 3 (Total: 160)/Eternal City	3,011,250
Rank 10/Event 2 of 2 (Total: 164)/White Mountain	2,281,325

PART 3: ROAD RAGE HIGH SCORES

RANK/EVENT/LOCATION	HIGH SCORE (TAKEDOWNS)
Rank 1/Event 4 of 6 (Total: 7)/Motor City S	17
Rank 2/Event 4 of 6 (Total: 16)/Eternal City R	15
Rank 3/Event 1 of 7 (Total: 33)/Eastern Bay LL	25
Rank 4/Event 3 of 4 (Total: 43)/Motor City LR	21
Rank 4/Event 3 of 3 (Total: 47)/Angel Valley R	21
Rank 5/Event 2 of 9 (Total: 60)/Eternal City SR	31
Rank 5/Event 3 of 3 (Total: 70)/White Mountain R	40
Rank 6/Event 2 of 8 (Total: 73)/Central Route SR	32
Rank 6/Event 6 of 7 (Total: 85)/Eastern Bay R	32
Rank 7/Event 2 of 3 (Total: 89)/Sunshine Keys R	33
Rank 7/Event 3 of 6 (Total: 101)/Lone Peak R	27
Rank 7/Event 4 of 4 (Total: 98)/Angel Valley F	29
Rank 8/Event 4 of 6 (Total: 120)/White Mountain F	33
Rank 8/Event 8 of 9 (Total: 115)/Eternal City SF	34
Rank 9/Event 4 of 8 (Total: 133)/Central Route R	27
Rank 9/Event 5 of 9 (Total: 142)/Eastern Bay ULR	38
Rank 9/Event 2 of 2 (Total: 129)/Lone Peak F	31
Rank 10/Event 1 of 3 (Total: 152)/Angel Valley R	30
Rank 10/Event 1 of 2 (Total: 150)/Motor City F	27
Rank 10/Event 3 of 3 (Total: 162)/Eternal City F	49
Rank 10/Event 3 of 3 (Total: 167)/Central Route F	43

PART 4: CRASH JUNCTION HIGH SCORES

RANK/EVENT/CRASH NAME	HIGH SCORE (\$)
Rank 1/Event 1 of 6 (Total: 4)/Dock Fight	13,057,625
Rank 1/Event 3 of 6 (Total: 6)/Deconstruction Site	6,609,600
Rank 1/Event 5 of 6 (Total: 8)/Cars Attacks	11,979,600
Rank 1/Event 1 of 1 (Total: 10)/Hollywood Spills	11,994,350
Rank 1/Event 1 of 1 (Total: 11)/Off the Beaten Truck	3,970,125
Rank 2/Event 3 of 6 (Total: 15)/Road to Ruins	4,359,150
Rank 2/Event 6 of 6 (Total: 18)/Circle of Strife	4,845,700
Rank 2/Event 1 of 6 (Total: 19)/Swiss Roll	7,946,400
Rank 2/Event 4 of 6 (Total: 22)/Dangerous Swerves	12,317,110
Rank 2/Event 1 of 1 (Total: 25)/Crispy fried Truck	5,088,300
Rank 3/Event 2 of 6 (Total: 28)/Prawn Smackers	11,526,300
Rank 3/Event 4 of 6 (Total: 30)/Tram-a-tised	12,646,800
Rank 3/Event 6 of 6 (Total: 32)/Streetcar Set on Fire	8,620,800
Rank 3/Event 4 of 7 (Total: 36)/Intersection Dissection	9,977,375
Rank 3/Event 6 of 7 (Total: 38)/Smashed in Translation	9,060,750
Rank 4/Event 2 of 3 (Total: 46)/Drain Damage	18,615,625
Rank 4/Event 1 of 6 (Total: 48)/Round the Bend	4,185,225
Rank 4/Event 3 of 6 (Total: 50)/Forest Bump	18,649,100
Rank 4/Event 6 of 6 (Total: 53)/Mount Crushmore	7,904,000
Rank 4/Event 1 of 1 (Total: 54)/Circle of Strife	4,474,000
Rank 5/Event 1 of 1 (Total: 56)/Smash my Ride	13,628,000
Rank 5/Event 1 of 1 (Total: 57)/Jump on the Jam	14,773,000
Rank 5/Event 1 of 1 (Total: 58)/Doughnut Disturb	11,574,625
Rank 5/Event 1 of 9 (Total: 59)/Rome Wrecker	5,553,900
Rank 5/Event 4 of 9 (Total: 62)/Smackeroni	4,673,550
Rank 6/Event 1 of 8 (Total: 72)/Won-Ton Destruction	6,791,325
Rank 6/Event 3 of 8 (Total: 74)/Shaolin Tumble	11,400,250
Rank 6/Event 4 of 8 (Total: 75)/Streetcar Set on Fire	8,139,600
Rank 6/Event 6 of 8 (Total: 77)/Noodles of Fun	10,694,450
Rank 6/Event 5 of 7 (Total: 84)/Crashaoke	17,455,825
Rank 7/Event 1 of 4 (Total: 91)/Double-Crossed	10,471,200
Rank 7/Event 2 of 4 (Total: 92)/Mighty Docks	4,306,500
Rank 7/Event 3 of 4 (Total: 93)/Return of the Semi	5,976,600
Rank 7/Event 2 of 6 (Total: 100)/Off the Beaten Truck	4,674,950
Rank 7/Event 4 of 6 (Total: 102)/Drive-Thru Destruction	7,755,825
Rank 8/Event 1 of 1 (Total: 106)/Van Fire Strikes Back	7,590,750
Rank 8/Event 1 of 1 (Total: 107)/Silly-Cone Valley	13,516,800
Rank 8/Event 4 of 9 (Total: 111)/Eternal Flame	7,497,000
Rank 8/Event 1 of 6 (Total: 117)/Cry for Alp	7,755,825
Rank 8/Event 3 of 6 (Total: 119)/Mountain the Kerb	6,259,500
Rank 9/Event 1 of 1 (Total: 124)/Jump on the Jam	14,724,900
Rank 9/Event 2 of 3 (Total: 126)/Crash de la Vista	12,534,850
Rank 9/Event 1 of 2 (Total: 128)/Drive-Thru Destruction	7,933,750
Rank 9/Event 2 of 8 (Total: 131) /Double Wrecker	11,758,775
Rank 9/Event 4 of 9 (Total: 141)/Smashimi	7,499,550
Rank 10/Event 2 of 3 (Total: 153)/Silly-cone Valley	19,352,200
Rank 10/Event 2 of 5 (Total: 156)/Doughnut Disturb	8,610,750
Rank 10/Event 4 of 5 (Total: 157)/Mount Crushmore	7,230,600
Rank 10/Event 1 of 2 (Total: 163)/Cry for Alp	5,686,000
Rank 10/Event 1 of 3 (Total: 165)/Noodles of Fun	11,172,200

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Appendix VII: Extras

This Appendix shows all of the Extras available during the course of the game. They are to be found in the menu of the same name, accessed in the Drivers Details section. Note that each Extra has its own movie (except the game demo), and some require certain obligations to be fulfilled first.

PLAY NFL STREET 2 DEMO



■ Unlocked: At start of game

SSX 4 TRAILER



■ Unlocked: At start of game

MADDEN NFL 06 TRAILER



■ Unlocked: At start of game

BASIC TRAINING VIDEO



■ Unlocked: First time you start a Race event

CRASH TRAINING VIDEO



■ Unlocked: First time you start a Crash event

TRAFFIC ATTACK TRAINING VIDEO



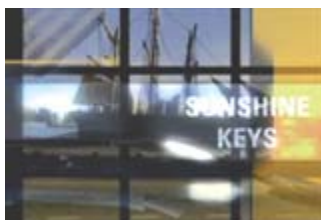
■ Unlocked: First time you start a Traffic Attack event

MOTOR CITY INTRO MOVIE



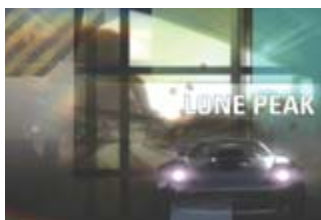
■ Unlocked: First time you enter Motor City

SUNSHINE KEYS INTRO MOVIE



■ Unlocked: First time you enter Sunshine Keys

LONE PEAK INTRO MOVIE



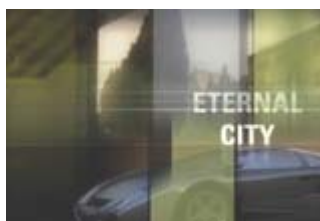
■ Unlocked: First time you enter Lone Peak

ANGEL VALLEY INTRO MOVIE



■ Unlocked: First time you enter Angel Valley

ETERNAL CITY INTRO MOVIE



■ Unlocked: First time you enter Eternal City

WHITE MOUNTAIN INTRO MOVIE



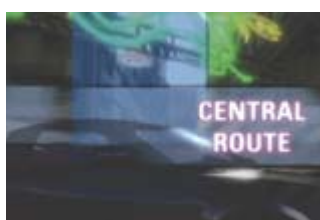
■ Unlocked: First time you enter White Mountain

EASTERN BAY INTRO MOVIE



■ Unlocked: First time you enter Eastern Bay

CENTRAL ROUTE INTRO MOVIE



■ Unlocked: First time you enter Central Route

RANK UP VIDEO 2



■ Unlocked: When you achieve Rank 2: Unsafe

RANK UP VIDEO 3



■ Unlocked: When you achieve Rank 3: Reckless

RANK UP VIDEO 4



■ Unlocked: When you achieve Rank 4: Offensive

RANK UP VIDEO 5

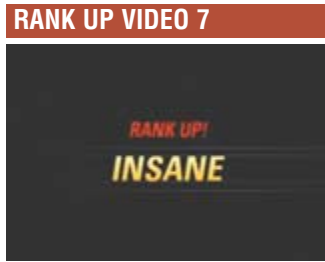


■ Unlocked: When you achieve Rank 5: Fearless

RANK UP VIDEO 6



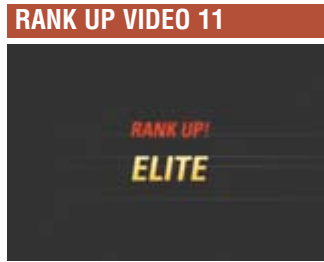
■ Unlocked: When you achieve Rank 6: Dangerous



■ Unlocked: When you achieve Rank 7: Insane



■ Unlocked: When you achieve Rank 9: Assassin



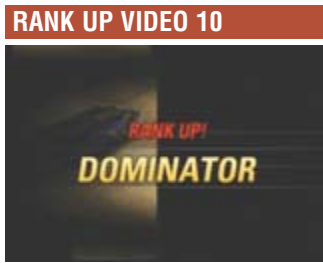
■ Unlocked: When you achieve Rank 11: Elite (Earn an Awesome or higher rating on all of the game's 169 events)



■ Unlocked: At 100% Complete



■ Unlocked: When you achieve Rank 8: Maniac



■ Unlocked: When you achieve Rank 10: Dominator



Appendix VIII: Vehicle Stats

The following Appendix shows every single vehicle (all 79) that can be acquired in the game. They are shown so you can compare their different characteristics before making a more informed decision on which one you'll use in a specific situation.

RACE AND MUSCLE VEHICLES

VEHICLE	CRASHBREAKER	WEIGHT	BOOST SPEED	UNLOCK ORDER	UNLOCKED
Factory R160 ST	Force 1	Light	160 MPH	1	On game start
Factory R175 DX	Force 1	Light	185 MPH	17	Bronze on Rank 5 Eternal City Long Reverse
Crashbreaker Race					
Factory R190 GT	Force 1	Light	202 MPH	36	Bronze on Rank 8 White Mountain Forward
Crashbreaker Road Rage					
Works R170 ST	Force 1	Light	170 MPH	7	Bronze on Rank 2 Eternal City Long Reverse Race
Works R190 DX	Force 1	Super Light	190 MPH		Bronze on Rank 6 GP
Works R202 GT	Force 1	Super Light	202 MPH	40	Bronze on Rank 8 GP
Criterion R180 ST	Force 1	Light	180 MPH		Bronze on Rank 4 Angel Valley Reverse Road Rage
Criterion R195 DX	Light	195 MPH	32		Bronze on Rank 7 GP
Criterion R205 GT	Force 1	Light	205 MPH	42	Bronze on Rank 9 Eastern Bay Long Reverse Traffic Attack
Tuned R180 ST	Force 1	Super Light	180 MPH	13	Bronze on Rank 4 Lone Peak Reverse Race
Tuned R195 DX	Force 1	Super Light	195 MPH	30	Bronze on Rank 7 Sunshine Keys Forward Crashbreaker Race
Tuned R205 GT	Force 1	Super Light	205 MPH	48	Bronze on Rank 10 Angel Valley Forward Traffic Attack
Prototype R175 ST	Force 1	Super Light	175 MPH	9	Bronze on Rank 3 Central Route Long Forward Traffic Attack
Prototype R195 DX	Force 1	Super Light	195 MPH	28	Bronze on Rank 7 Angel Valley Forward Crashbreaker Race
Prototype R205 GT	Force 1	Super Light	205 MPH		Bronze on Rank 10 Lone Peak Reverse Crashbreaker Race
Limited R175 ST	Force 6	Super Light	175 MPH	11	Bronze on Rank 3 Central Route Long Reverse Race
Limited R190 DX	Force 6	Super Light	190 MPH	24	Bronze on Rank 6 Eastern Bay Short Lower Link Reverse Crashbreaker Race
Limited R205 GT	Force 6	205 MPH	44		Bronze on Rank 9 Central Route Short Reverse Traffic Attack

RACE AND MUSCLE VEHICLES (CONTINUED)

VEHICLE	CRASHBREAKER	WEIGHT	BOOST SPEED	UNLOCK ORDER	UNLOCKED
Custom R170 ST	Force 1	Super Light	170 MPH	5	Bronze on Rank 2 Eternal City Long Forward Race
Custom R185 DX	Force 1	Super Light	190 MPH	22	Bronze on Rank 6 Eastern Bay Short Lower Link Forward Eliminator
Custom R202 GT	Force 1	Super Light	202 MPH	38	Bronze on Rank 8 White Mountain Forward Crashbreaker Race
Modified R165 ST	Force 1	Super Light	165 MPH	3	Bronze on Rank 1 Motor City Short Reverse Race
Modified R185 DX	Force 1	Super Light	185 MPH	20	Bronze on Rank 5 GP
Modified R202 GT	Force 1	Super Light	202 MPH	34	Bronze on Rank 8 White Mountain Reverse Crashbreaker Eliminator
Factory M-Type ST	Force 1	Light	160 MPH	2	On game start
Factory M-Type DX	Force 1	Light	185 MPH	19	Bronze on Rank 5 White Mountain Reverse Road Rage
Factory M-Type GT	Force 6	Light	202 MPH	33	Bronze on Rank 8 Eternal City Short Reverse Traffic Attack
Works M-Type ST	Force 1	Light	170 MPH	6	Bronze on Rank 2 Eternal City Long Reverse Road Rage
Works M-Type DX	Force 1	Light	190 MPH	25	Bronze on Rank 6 Central Route Short Reverse Crashbreaker Eliminator
Works M-Type GT	Force 1	Light	202 MPH	39	Bronze on Rank 8 Eternal City Short Forward Crashbreaker Road Rage
Criterion M-Type ST	Force 1	Light	180 MPH	16	Bronze on Rank 4 GP
Criterion M-Type DX	Force 1	Light	195 MPH	27	Bronze on Rank 7 Lone Peak Forward Traffic Attack
Criterion M-Type GT	Force 1	Light	205 MPH	43	Bronze on Rank 9 Central Route Short Forward Crashbreaker Eliminator
Tuned M-Type ST	Force 1	Light	180 MPH	14	Bronze on Rank 4 Motor City Long Reverse Road Rage
Tuned M-Type DX	Force 1	Light	195 MPH	31	Bronze on Rank 7 Lone Peak Forward Crashbreaker Eliminator
Tuned M-Type GT	Force 1	Light	205 MPH	45	Bronze on Rank 9 GP
Prototype M-Series ST	Force 6	Super Light	175 MPH	10	Bronze on Rank 3 Eastern Bay Long Reverse Eliminator
Prototype M-Series DX	Force 1	Light	195 MPH	29	Bronze on Rank 7 Angel Valley Reverse Traffic Attack
Prototype M-Series GT	Force 1	Light	205 MPH	47	Bronze on Rank 10 Motor City Long Forward Crashbreaker Road Rage
Limited M-Type ST	Force 1	Light	175 MPH	12	Bronze on Rank 3 GP
Limited M-Type DX	Force 1	Light	190 MPH	23	Bronze on Rank 6 Central Route Short Forward Crashbreaker Race
Limited M-Type GT	Force 1	Light	205 MPH	41	Bronze on Rank 9 Central Route Long Reverse Traffic Attack
Custom M-Type ST	Force 1	Light	170 MPH	8	Bronze on Rank 2 GP
Custom M-Type DX	Force 1	Light	190 MPH	21	Bronze on Rank 6 Eastern Bay Short Lower Link Reverse Traffic Attack
Custom M-Type GT	Force 1	Light	202 MPH	37	Bronze on Rank 8 Eternal City Long Reverse Crashbreaker Eliminator
Modified M-Type ST	Force 1	Light	165 MPH	4	Bronze on Rank 1 GP
Modified M-Type DX	Force 1	Light	185 MPH	18	Bronze on Rank 5 White Mountain Forward Traffic Attack
Modified M-Type GT	Force 1	Light	202 MPH	35	Bronze on Rank 8 Eternal City Long Reverse Traffic Attack

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SPECIAL VEHICLES

VEHICLE	CRASHBREAKER	WEIGHT	BOOST SPEED	UNLOCK ORDER	UNLOCKED
Logitech World Racer	Force 1	Light	209 MPH	N/A	Complete Rank 10 Ultimate Revenge GP
Euro Classic LM	Force 1	Super Light	209 MPH	N/A	Complete Eternal City Challenge Sheet
Nixon Special	Force 1	Light	205 MPH	N/A	Complete Eastern Bay Challenge Sheet
Hot Rod	Force 1	Light	209 MPH	N/A	Complete Lone Peak Challenge Sheet
Custom Classic	Force 1	Light	209 MPH	N/A	Complete Sunshine Keys Challenge Sheet
EA GT Racer	Force 1	Super Light	209 MPH	N/A	Complete Central Route Challenge Sheet
Criterion GT Racer	Force 1	Super Light	209 MPH	N/A	Complete White Mountain Challenge Sheet
Etnies Racer	Force 6	Medium	209 MPH	N/A	Complete Motor City Challenge Sheet
Black Elite Racer	Force 1	Light	209 MPH	N/A	Gain ELITE Rank (11)
Revenge Racer	Force 1	Super Light	209 MPH	N/A	100% Complete
Low Rider	Force 1	Medium	209 MPH	N/A	Complete Angel Valley Challenge Sheet

CRASH VEHICLES

VEHICLE	CRASHBREAKER	WEIGHT	BOOST SPEED	UNLOCK ORDER	UNLOCKED
Stock C170 MID	Force 4	Medium	170 MPH	1 (crash event)	On game start
Stock C175 Super	Force 6	Heavy	175 MPH	17 (crash event)	Complete Rank 10 Motor City Junction Road to Rain
Compact C180 Lite	Force 5	Medium	180 MPH	3 (crash event)	Complete Rank 2 Crash Tour
Compact C185 Super	Force 6	Medium	185 MPH	13 (crash event)	Complete Rank 8 Crash Tour
Sport C180 Lite	Force 8	Super Heavy	180 MPH	4 (crash event)	Complete Rank 3 Crash Tour
Sport C190 Super	Force 7	Super Heavy	190 MPH	15 (crash event)	Complete Rank 9 Central Route Junction Double Van Damage
SUV C150 HVY		Super Heavy	150 MPH	2 (crash event)	Complete Rank 1 Crash Tour
SUV C160 Super	Force 8	Super Heavy	160 MPH	10 (crash event)	Complete Rank 7 Angel Valley Junction Car Wars
Saloon C175 MID	Force 7	Heavy	175 MPH	7 (crash event)	Complete Rank 5 Crash Tour
Saloon C180 Super	Force 8	Heavy	180 MPH	12 (crash event)	Complete Rank 7 White Mountain Junction Mountain the Curb
4x4 C165 MID	Force 6	Heavy	170 MPH	5 (crash event)	Complete Rank 4 Lone Peak Junction Wish Upon a Car
4x4 C180 Super	Force 7	Heavy	180 MPH	11 (crash event)	Complete Rank 7 Crash Tour
Off Road C170 MID	Force 8	Super Heavy	170 MPH	8 (crash event)	Complete Rank 6 Crash Tour
Off Road C180 Super	Force 9	Super Heavy	180 MPH	14 (crash event)	Complete Rank 9 Central Route Junction Street Car Set on Fire
Utility C140 HVY	Force 8	Super Heavy	140 MPH	6 (crash event)	Complete Rank 4 Crash Tour
Utility C150 Super	Force 9	Super Heavy	150 MPH	9 (crash event)	Complete Rank 7 Angel Valley Junction Hollywood Spills
Classic Crasher C170	Force 10	Medium	170 MPH	16 (crash event)	Complete Rank 9 Crash Tour
Mobile Diner	Force 10	Super Heavy	140 MPH	18 (crash event)	Complete Rank 10 Crash Tour

SPECIAL CRASH VEHICLES

VEHICLE	CRASHBREAKER	WEIGHT	BOOST SPEED	UNLOCK ORDER	UNLOCKED
Dominator Assassin	Force 6	Medium	160 MPH	N/A	Detect <i>Burnout 3</i> Savegame
Madden Challenge Bus	Force 7	Super Heavy	140 MPH	N/A	Detect <i>Madden NFL 06</i> Savegame



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